

ASRC Searcher: Jeanne Horrigan
Serial 10/751185
May 11, 2004

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File 350:Derwent WPIX 1963-2004/UD,UM &UP=200428
File 347:JAPIO Nov 1976-2003/Dec(Updated 040402)
File 371:French Patents 1961-2002/BOPI 200209
File 348:EUROPEAN PATENTS 1978-2004/May W01
File 349:PCT FULLTEXT 1979-2002/UB=20040429,UT=20040422

Set	Items	Description
S1	2	AU='WILEY K' [not relevant]

File 1:ERIC 1966-2004/Apr 29
File 121:Brit.Education Index 1976-2004/Q1
File 437:Education Abstracts 1983-2004/Apr

E2	1	AU=WILEY GEORGE
E3	0	*AU=WILEY K
E4	1	AU=WILEY KAREN B.
E2	6	AU=WILEY, KATHERINE
E3	0	*AU=WILEY, KATHLEEN
E4	1	AU=WILEY, KELLY

File 635:Business Dateline(R) 1985-2004/May 08

Set	Items	Description
S1	0	(KATHY OR KATHLEEN) (1W) WILEY AND GAME? ?
S2	4	(KATHY OR KATHLEEN) (1W) WILEY
S3	4	RD (unique items) [not relevant]

File 1:ERIC 1966-2004/Apr 29
File 121:Brit.Education Index 1976-2004/Q1
File 437:Education Abstracts 1983-2004/Apr
File 256:SoftBase:Reviews,Companies&Prods. 82-2004/Apr
File 233:Internet & Personal Comp. Abs. 1981-2003/Sep
File 111:TGG Natl.Newspaper Index(SM) 1979-2004/May 10
File 35:Dissertation Abs Online 1861-2004/Apr
File 11:PsycINFO(R) 1887-2004/May W1
File 7:Social SciSearch(R) 1972-2004/May W1
File 6:NTIS 1964-2004/May W2

Set	Items	Description
S1	7383	(EDUCATION?? OR MATH OR MATHEMATIC?) (1W)GAME? ?
S2	3862	NONCOMPETITIVE OR NON()COMPETITIVE OR UNCOMPETITIVE
S3	516122	CONCEPT? ?
S4	333900	TRACK??? OR COMPETE? ? OR COMPETING OR COMPETITIVE OR COMP- ETITION
S5	2279456	TEACHING OR EDUCATION??
S6	20	S1 AND S2
S7	705	S3 (2N) S4
S8	0	S6 AND S7
S9	20	RD S6 (unique items)
S10	20	Sort S9/ALL/PY,A
S11	2637	S5() S3
S12	0	S9 AND S11
S13	4	S3 AND S9
S14	16	S9 NOT S13
S15	16	Sort S14/ALL/PY,A
S16	2805	CONCEPT? ? (1X)CONCEPT? ?
S17	0	S6 AND S16
S18	9	S1 AND S16
S19	9	RD (unique items)
S20	9	Sort S19/ALL/PY,A
S21	0	S3() S4 AND S1
S22	1	S4() S3 AND S1

13/7,K/2 (Item 2 from file: 1)

DIALOG(R)File 1:ERIC

(c) format only 2004 The Dialog Corporation. All rts. reserv.
00888639 ERIC NO.: ED376311 CLEARINGHOUSE NO.: CE067589

Games: Why & How Trainers Play Them.

Kirk, James J.

8pp.

1994 (199400000)

EDRS Price MF01/PC01 Plus Postage.

LANGUAGE: English

DOCUMENT TYPE: 143 (Reports--Research)

RECORD TYPE: ABSTRACT

COUNTRY OF PUBLICATION: U.S.; North Carolina

JOURNAL ANNOUNCEMENT: RIEAPR1995

Trainers in 82 organizations completed a questionnaire that explored the use of training games for instructional and group process purposes. Respondents reported that they had little formal education on the use of games for which they spend an average of 18 percent of their training time. Trainers tended to use games for a variety of instructional and group process purposes. Many games were self-made and were used in several ways: to reinforce previously covered information, teach new concepts, and

introduce new ideas. For the most part, trainers felt that competitive games were more motivating to participants than **noncompetitive** games. Common problems associated with the use of games included finding games that were relevant to one's training objectives, a reluctance on the part of some learners to play games, and the large amount of time it takes to play games. The results of the study indicate a need to offer college courses on the theory and use of instructional games, a need to research their effectiveness as an adult learning strategy, and the opportunity for adult educators to develop instructional games specifically designed for adult learners. (Author/YLB)

DESCRIPTORS: Adult **Education** ; * **Educational Games** ; Educational Research; Instructional Materials; *Job Training; *Learning Activities; Teaching Methods; *Use Studies; Vocational Education

13/7,K/3 (Item 3 from file: 1)

DIALOG(R)File 1:ERIC

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00418525 ERIC NO.: ED186336 CLEARINGHOUSE NO.: SO012578

A Guide to the Use of Street/Folk/Musical Games in the Classroom. Volume III. Street Games.;

CORP. SOURCE: Fordham Univ., Bronx, NY. (QPX27075)
143pp.

1978 (19780000)

NOTES: For related documents, see SO 012 576-577.

SPONSORING AGENCY: Office of Education (DHEW), Washington, DC. (RMQ66000)

AVAILABLE FROM: Interdependent Learning Model, Fordham University, Thebaud Hall, Bronx, NY 10458 (\$4.00)

EDRS Price MF01 Plus Postage. PC Not Available from EDRS.

LANGUAGE: English

DOCUMENT TYPE: 52 (Guides--Classroom--Teacher)

RECORD TYPE: ABSTRACT

COUNTRY OF PUBLICATION: U.S.; New York

JOURNAL ANNOUNCEMENT: RIESEP1980

This teaching guide is the third volume designed to teach Afro-American children street/folk/musical games in the elementary classroom. It is one of the Interdependent Learning Models (ILM) whose overall objective is for teachers to use the cultures of their students as vehicles for teaching academic skills and content. This volume focuses on eight groups of street games currently played in New York City and other American urban areas. An introduction offers an historical overview of games and a rationale for using street games in the classroom which explains the effects on learning, attention, self- concept , and physical development, as well as benefits for teachers and schools. The second section suggests teaching methods, offers a checklist for using games as teaching tools, and lists ways to collect folk and street games. The eight groups of games follow: Balls and Ball Bouncing games, Circle games, Dominoes, Giant Steps, Hopscotch, Jacks, Jump-Rope, and Skelly. For each game background information, directions for playing, and learning objectives relating to academic, physical, and social skills are presented. Line drawings illustrating the directions are included when necessary. All games are for groups and are **non-competitive**. (CK)

DESCRIPTORS: Academic Achievement; *Black Culture; *Childrens Games; *Cultural **Education** ; * **Educational Games** ; Educational Objectives; Elementary Education; *Folk Culture; History; Models; Physical Development; Skill Development; Social Development; Teaching...

13/7,K/4 (Item 4 from file: 1)
DIALOG(R)File 1:ERIC
(c) format only 2004 The Dialog Corporation. All rts. reserv.
00418523 ERIC NO.: ED186334 CLEARINGHOUSE NO.: SO012576
A Guide to the Use of Street/Folk/Musical Games in the Classroom. Volume I,
Song-Games.

Hillery, Mable A.; Simmons, Patricia M.;
CORP. SOURCE: Fordham Univ., Bronx, NY. (QPX27075)
91pp.
1979 (19790000)

NOTES: For related documents, see SO 012 577-578.
SPONSORING AGENCY: Office of Education (DHEW), Washington, DC. (RMQ66000)
AVAILABLE FROM: Interdependent Learning Model, Fordham University, Thebaud
Hall, Bronx, NY 10458 (\$5.00, \$2.00 for cassette tapes)
EDRS Price MF01 Plus Postage. PC Not Available from EDRS.
LANGUAGE: English

DOCUMENT TYPE: 30 (Creative work); 52 (Guides--Classroom--Teacher)
RECORD TYPE: ABSTRACT

COUNTRY OF PUBLICATION: U.S.; New York
JOURNAL ANNOUNCEMENT: RIESEP1980

This teaching guide is the first of three volumes designed to teach Afro-American children street/folk/musical games in the elementary classroom. It is one of the Interdependent Learning Models (ILM) whose overall objective is for teachers to use the cultures of their students as vehicles for teaching academic skills and content. This volume focuses on ten traditional folk and clapping and chanting games. An introduction offers an historical overview of games, the definition of folk and street games, and a rationale for using games in the classroom which explains the effects on learning, attention, self- **concept** , and physical development, as well as benefits for teachers and schools. The second chapter defines the games as Transactional Instructional Games (TIGs), lists distinguishing features of TIGs, suggests teaching methods, and offers an implementation checklist. The ten games follow: Frog in the Bucket, Stick Out, Bobbing Needle, See Aunt Dinah, Emma You My Darling, Chicken and a Chicken, Skip to the Barbershop, Johnny Cuckoo, Little Jonny Brown, and Riley. For each game background information, lyrics, directions for action/movements, and learning objectives relating to academic, physical, and social skills are presented. Line drawings illustrate the actions when necessary. All games are for groups, stress singing and clapping in rhythm, and are **non - competitive** . A tape cassette, available from ILM, records a group of children with a teacher singing and clapping the songs. (CK)

DESCRIPTORS: Academic Achievement; *Black Culture; Black History; Black Students; Blacks; Childrens Games; *Cultural **Education** ; * **Educational Games** ; Educational Objectives; Elementary Education; *Folk Culture; Models; Music Activities; Physical Development; Skill Development; Social Development...

15/6/3 (Item 3 from file: 1)
00281107 ERIC NO.: EJ150740 CLEARINGHOUSE NO.: SO505191
Eco-Act: A Role-Playing Game to Clarify Environmental Values, High School Level
1976 (19760000)

15/6/4 (Item 4 from file: 1)
00418524 ERIC NO.: ED186335 CLEARINGHOUSE NO.: SO012577

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A Guide to the Use of Street/Folk/Musical Games in the Classroom. Volume II.
1977 (19770000)

15/6/5 (Item 5 from file: 1)
00374865 ERIC NO.: ED164427 CLEARINGHOUSE NO.: SO011449
Teaching Human Dignity. Social Change Lessons for Everyteacher.
1978 (19780000)

15/6/6 (Item 6 from file: 1)
00459087 ERIC NO.: ED205470 CLEARINGHOUSE NO.: SP018124
Contemporary Elementary and Middle School Physical Education Conference
(Georgia State University, Atlanta, Georgia, January 15-17, 1981).
Proceedings, Thursday, Kate Barrett/Lee Allsbrook Sessions.
January 1981 (19810100)

15/6/7 (Item 7 from file: 1)
00459085 ERIC NO.: ED205468 CLEARINGHOUSE NO.: SP018122
Contemporary Elementary and Middle School Physical Education Conference
(Georgia State University, Atlanta, Georgia, January 15-17, 1981).
Proceedings, Friday, Activity and Position Paper Sessions.
January 1981 (19810100)

15/6/8 (Item 8 from file: 1)
00521631 ERIC NO.: ED232477 CLEARINGHOUSE NO.: FL013891
Using the Rally for Language Stimulation.
July 1983 (19830700)

15/6/9 (Item 9 from file: 1)
00520916 ERIC NO.: ED231762 CLEARINGHOUSE NO.: SP022405
Contemporary Elementary and Middle School Physical Education Conference.
Proceedings, Friday, Activity and Position Paper Sessions (Atlanta,
Georgia, January 13-15, 1983).
January 1983 (19830100)

15/6/10 (Item 10 from file: 1)
00702335 ERIC NO.: ED304842 CLEARINGHOUSE NO.: EC212537
Physical Education. Chapter Fourteen.
1988 (19880000)

15/6/12 (Item 12 from file: 1)
00880798 ERIC NO.: EJ504766 CLEARINGHOUSE NO.: CS749804
Saved by Spolin: A Teacher's Tale of Redemption.
1995 (19950000)

15/6/13 (Item 13 from file: 1)
00940492 ERIC NO.: EJ539247 CLEARINGHOUSE NO.: EC615858
Celebrating Math--Olympic Style!
1996 (19960000)

15/6/14 (Item 14 from file: 1)
00932884 ERIC NO.: EJ531639 CLEARINGHOUSE NO.: SP525437
Do Classroom Games Improve Motivation and Learning?
1996 (19960000)

15/6/15 (Item 15 from file: 1)
00994117 ERIC NO.: EJ569232 CLEARINGHOUSE NO.: RC512704

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Places of Peace.
1998 (19980000)

15/6/16 (Item 16 from file: 1)
01054461 ERIC NO.: ED441668 CLEARINGHOUSE NO.: SE063537
The Effect of Advisement and Competition on Transfer, Advisor Use, and
Attitude toward Mathematics Using a Computer-Based Simulation Game.
April 2000 (20000400)

15/7,K/1 (Item 1 from file: 1)
DIALOG(R)File 1:ERIC
(c) format only 2004 The Dialog Corporation. All rts. reserv.
00020057 ERIC NO.: ED017103 CLEARINGHOUSE NO.: EC001120
RECREATION AND SOCIALIZATION FOR THE BRAIN INJURED CHILD.
GOLUB, RISA S.; GORDON, SOL;
CORP. SOURCE: New Jersey Association for Brain-Injured Children, East
Orange. (QAT58770)
113pp.
1966 (19660000)
EDRS Price MF01/PC05 Plus Postage.
RECORD TYPE: ABSTRACT
JOURNAL ANNOUNCEMENT: RIEAUG1968
DESIGNED FOR PARENTS AND SPECIALISTS PLANNING THERAPEUTICALLY ORIENTED
RECREATIONAL AND SOCIALIZATION PROGRAMS FOR BRAIN INJURED CHILDREN, THIS
DOCUMENT CONTAINS 13 CHAPTERS BY DIFFERENT AUTHORS. ACTIVITIES DISCUSSED
ARE GENERALLY **NONCOMPETITIVE**, EMPHASIZING STRUCTURE AND LIMIT. DISCUSSED
ARE (1) THE ROLE OF THE OPTOMETRIST WITH THE INADEQUATE LEARNER, (2)
ORGANIZATION AND ADMINISTRATION OF RECREATIONAL PROGRAMS, (3) ACTIVITY
GUIDES, (4) GAMES AND EXERCISES FOR ADOLESCENT BOYS, (5) RECREATION AND
SOCIALIZATION ACTIVITIES FOR THE ADOLESCENT GIRL, (6) INSTRUCTIONAL
SWIMMING PROGRAMS, (7) A THERAPEUTIC RECREATION PROGRAM, (8) ORGANIZATION
OF A SUMMER DAY CAMP, (9) AN INDIVIDUAL AND GROUP PERCEPTUAL MOTOR TRAINING
PROGRAM, (10) A DAY SCHOOL RECREATION PROGRAM, (11) PERCEPTUAL MOTOR
TRAINING FOR EARLY PRIMARY GRADE CHILDREN, (12) GUIDANCE FOR PARENTS, AND
(13) PARENT COUNSELING. VIEWS FROM PARENTS ARE REPORTED. A SUPPLEMENT
TREATS PRESCHOOL PERCEPTUAL SKILLS AND OPTOMETRIC VISUAL CARE. CONCERNED
ORGANIZATIONS, RESOURCES, A 50-ITEM BIBLIOGRAPHY ARE PROVIDED ALONG WITH
INDIVIDUAL BIBLIOGRAPHIES FOR SOME CHAPTERS. (JD)
DESCRIPTORS: Adolescents; Children; Day Camp Programs; Day Schools;
*Exceptional Child **Education**; **Games**; Guidance; *Learning Disabilities
; Minimal Brain Dysfunction; Ophthalmology; Parent Attitudes; Parent
Counseling; Perceptual Development; Perceptual Motor...

15/7,K/2 (Item 2 from file: 1)
DIALOG(R)File 1:ERIC
(c) format only 2004 The Dialog Corporation. All rts. reserv.
00177731 ERIC NO.: EJ093990 CLEARINGHOUSE NO.: AA518031
Motivational Bases in Mixed-Motive Interactions: The Effects of Comparison
Levels
Friedland, Nehemia; And Others
Journal of Experimental Social Psychology, 10, 2, 188-99, Mar 74
1974 (19740000)
RECORD TYPE: ABSTRACT
JOURNAL ANNOUNCEMENT: CIJAUG1974

The relationship between reward level and basic motives which underlie strategic choices (competitive and **noncompetitive**) in a mixed-motive game was examined from two theoretical perspectives. (Editor)
DESCRIPTORS: College Students; Diagrams; * **Educational Games** ; *Methods; *Motivation; *Rewards; *Social Psychology; Tables (Data)

15/7,K/11 (Item 11 from file: 233)
DIALOG(R)File 233:Internet & Personal Comp. Abs.
(c) 2003 EBSCO Pub. All rts. reserv.

00369744 94BO12-009

Spelunx and the Caves of Mr. Seudo

Holzberg, Carol

Booklist , December 1, 1994 , v91 n7 p695, 1 Page(s)

ISSN: 0006-7385

Company Name: Broderbund Software

Product Name: Spelunx and the Caves of Mr. Seudo

Presents a very favorable review of Spelunx and the Caves of Mr. Seudo (\$69.95), an **educational game** from Broderbund Software. Runs on Macintosh computers. Says that the game places the player in the position of a visitor who wanders through an underground maze who must create his own winding tunnels and room locations. Adds that it features imaginary worlds, whimsical characters, and several challenging activities. Also says that **noncompetitive** games teach players interesting facts about biology, astronomy, physics, music, and chemistry. Concludes that the product encourages players to use their abilities in writing, reading, listening and thinking while providing them with entertainment. (TLJ)

20/6/3 (Item 3 from file: 1)
00130691 ERIC NO.: ED064986 CLEARINGHOUSE NO.: FL003288
Matematica Actual: Libro del Professor (Modern Mathematics: Teacher's Manual).
1971 (19710000)

20/6/4 (Item 4 from file: 1)
00232662 ERIC NO.: ED107782 CLEARINGHOUSE NO.: CE003869
Guidance and Counseling Component, Group Counseling Course. Career Development Project.
1972 (19720000)

20/6/8 (Item 8 from file: 1)
00261685 ERIC NO.: ED116479 CLEARINGHOUSE NO.: FL007357
English as a Second Language in Kindergarten--Language and Concept Development. Preschool Education Series, No. 4. Indochinese Refugee Education Guides.
1975 (19750000)

20/6/9 (Item 9 from file: 1)
00300784 ERIC NO.: ED134479 CLEARINGHOUSE NO.: SO009518
Successful Models and Materials for Elementary Social Studies.
1976 (19760000)

20/7,K/1 (Item 1 from file: 1)
DIALOG(R)File 1:ERIC

(c) format only 2004 The Dialog Corporation. All rts. reserv.
00037209 ERIC NO.: ED022548 CLEARINGHOUSE NO.: PS001188

Skill Games for Mathematics.

Corle, Clyde G.

49pp.

1968 (19680000)

AVAILABLE FROM: Instructor Handbook Series #372, F. A. Owen Publishing Co.,
Dansville, N.Y., 14437

Document Not Available from EDRS.

RECORD TYPE: ABSTRACT

JOURNAL ANNOUNCEMENT: RIEFEB1969

This guide is to assist teachers with motivational ideas for teaching elementary school mathematics. The items included are a wide variety of games (paper and pencil, verbal, and physical), jingles, contests, teaching devices, and thought provoking exercises. Suggestions for selection of **mathematical games** are offered. The devices are used to explain theory of sets, counting and numeration, computation, the number line, fractions, measurements, and geometry. Included in the guide is a brief index. (JS)

DESCRIPTORS: Concept Teaching; * **Educational Games** ; *Elementary Schools; **Geometric Concepts** ; ***Mathematical Concepts** ; Mathematics Education; Mathematics Materials; Number Concepts; *Teaching Guides

20/7,K/2 (Item 2 from file: 1)

DIALOG(R)File 1:ERIC

(c) format only 2004 The Dialog Corporation. All rts. reserv.

00075774 ERIC NO.: EJ030760 CLEARINGHOUSE NO.: SE502502

Tic-Tac-Toe Graph

McGlathery, Glenn

Science and Children, 8, 3, 19-20, Nov '70

1970 (19700000)

JOURNAL ANNOUNCEMENT: CIJFEB1971

DESCRIPTORS: Audiovisual Aids; **Educational Games** ; *Elementary School Mathematics; *Elementary School Science; *Graphs; *Instruction; **Mathematical Concepts** ; Scientific Concepts

20/7,K/5 (Item 5 from file: 1)

DIALOG(R)File 1:ERIC

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00175612 ERIC NO.: EJ091871 CLEARINGHOUSE NO.: SE510526

Mining for Numbers. A Heuristic Approach to Some Prime Number Work

Tapson, Frank

Mathematics in School, 2, 6, 2-4, Nov 73

1973 (19730000)

RECORD TYPE: ABSTRACT

JOURNAL ANNOUNCEMENT: CIJJUN1974

Whole numbers written in spiral or triangular patterns with spaces occupied by prime numbers blocked in produces interesting visual patterns. Described is a game based on these patterns that may be played at many different levels. (JP)

DESCRIPTORS: Diagrams; Elementary School **Mathematics** ; Enrichment; * **Games** ; **Mathematical Concepts** ; ***Number Concepts** ; *Prime Numbers; Problem Solving; *Secondary School Mathematics

20/7,K/6 (Item 6 from file: 1)

DIALOG(R)File 1:ERIC

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00140257 ERIC NO.: EJ070683 CLEARINGHOUSE NO.: EM502973

Monstrously Teaching Concept Teaching

Thiagarajan, Sivasailam

Simulation/Gaming/News, 1, 5, 10-12, Jan 73

1973 (19730000)

RECORD TYPE: ABSTRACT

JOURNAL ANNOUNCEMENT: CIJ MAY 1973

A description of a game designed primarily to teach teacher trainees the skills of teaching concepts.' (Author/ AK)

DESCRIPTORS: **Concept** Formation; * **Concept** Teaching; * **Educational Games** ; *Teacher Education; *Teaching Methods

20/7,K/7 (Item 7 from file: 1)

DIALOG(R) File 1:ERIC

(c) format only 2004 The Dialog Corporation. All rts. reserv.

00177262 ERIC NO.: EJ093521 CLEARINGHOUSE NO.: SE510720

Magic Squares: Extensions into Mathematics

Sawada, Daiyo

Arithmetic Teacher, 21, 3, 183-188, Mar 74

1974 (19740000)

JOURNAL ANNOUNCEMENT: CIJ JUL 1974

DESCRIPTORS: Elementary School **Mathematics** ; * **Games** ; Instruction; Learning Activities; *Mathematical **Concepts** ; *Number **Concepts** ; Teaching Methods

22/3,K/1 (Item 1 from file: 1)

DIALOG(R) File 1:ERIC

(c) format only 2004 The Dialog Corporation. All rts. reserv.

00689725 ERIC NO.: EJ389747 CLEARINGHOUSE NO.: SO519197

Economics and the Framework: What It Is, and What It Is Not.

Cueba, Ron

Social Studies Review, v28 n2 p22-26 Win 1989

1989 (19890000)

DESCRIPTORS: **Competition** ; **Concept Teaching** ; *Curriculum Development; *Economics; *Economics **Education** ; * **Educational Games** ; *Educational Improvement; Elementary Secondary Education; Fundamental Concepts; Inflation (Economics); Social Studies

File 88:Gale Group Business A.R.T.S. 1976-2004/May 10
File 47:Gale Group Magazine DB(TM) 1959-2004/May 11
File 141:Readers Guide 1983-2004/May
File 436:Humanities Abs Full Text 1984-2004/May
File 16:Gale Group PROMT(R) 1990-2004/May 11
File 160:Gale Group PROMT(R) 1972-1989
File 148:Gale Group Trade & Industry DB 1976-2004/May 11
File 621:Gale Group New Prod.Annou.(R) 1985-2004/May 07
File 481:DELPHEs Eur Bus 95-2004/Apr W4
File 482:Newsweek 2000-2004/May 05
File 484:Periodical Abs Plustext 1986-2004/May W1
File 649:Gale Group Newswire ASAP(TM) 2004/May 10
File 635:Business Dateline(R) 1985-2004/May 08
File 15:ABI/Inform(R) 1971-2004/May 10
File 20:Dialog Global Reporter 1997-2004/May 11

Set	Items	Description
S1	9691	(EDUCATION?? OR MATH OR MATHEMATIC?) (1W)GAME? ?
S2	46549	NONCOMPETITIVE OR NON()COMPETITIVE OR UNCOMPETITIVE
S3	2048632	CONCEPT? ?
S4	9992258	TRACK??? OR COMPETE? ? OR COMPETING OR COMPETITIVE OR COMP- ETITION
S5	4693423	TEACHING OR EDUCATION??
S6	2	S2()S1
S7	2	RD (unique items)
S8	0	S4(3N)S3 AND S6
S9	2	S3:S4 AND S6
S10	4678	S4(3W)S3
S11	0	S1(S)S10
S12	1	S1 AND S10 [not relevant]
S13	978	S4()S3
S14	109	GAME? ? AND S13
S15	1	S2(S)S13(S)GAME? ?
S16	1	S15 NOT S9 [not relevant]
S17	2	S2(2N)S1
S18	2	S2(5N)S1
S19	0	S18 NOT S9

9/3,AB,K/1 (Item 1 from file: 88)

DIALOG(R)File 88:Gale Group Business A.R.T.S.

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04321976 SUPPLIER NUMBER:19587091

Play fair - and not just at recess. (noncompetitive educational games)

Chuoque, Mark; Eyman, Bill

Educational Leadership, v54, n8, p53(3)

May, 1997

ISSN: 0013-1784 LANGUAGE: English

RECORD TYPE: Fulltext; Abstract

WORD COUNT: 1766 LINE COUNT: 00142

ABSTRACT: The Hugh Cole School, an elementary school in Warren, RI, has adopted a novel approach in improving the school's social environment. Play Fair is a community structure that involves **noncompetitive games** usually held during recess when many students experience problems regarding bullying, exclusion from games, teasing and other conflicts. The program instills in children a sense of ownership by making them take part in decision making processes. Implementation of the program has led to an increase in creativity levels, a decrease in problem behavior and an improvement in the attitudes of bullies.

... recess. They identified many problems, including bullying, exclusion from games, teasing, and conflicts resulting from **competitive** games. We asked students whether they would like to try to make recess more fun...

...refer any problems to the adults on duty. Play Fair is not intended to replace **competitive** play; students are free to choose games outside the Play Fair area.

Play Fair Preparation...

...profound. First, Play Fair has been immensely popular. The majority of students participate regularly, leaving **competitive** games to those who may be particularly skilled or for whom the struggle for victory...

9/3,AB,K/2 (Item 1 from file: 484)

DIALOG(R)File 484:Periodical Abs Plustext

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04490420 (USE FORMAT 7 OR 9 FOR FULLTEXT)

Playing through: Increasing literacy through interaction

Fredericksen, Elaine

Journal of Adolescent & Adult Literacy (IRED), v43 n2, p116-124, p.9

Oct 1999

ISSN: 1081-3004 JOURNAL CODE: IRED

DOCUMENT TYPE: Feature

LANGUAGE: English

RECORD TYPE: Fulltext; Abstract

WORD COUNT: 5743

ABSTRACT: Fredericksen presents original interactive activities designed to increase literacy while they foster community among students and teachers.

TEXT:

... education and promote play on the basis that cooperation and collaboration produce greater learning than **competition**, especially for women and members of ethnic minorities. **Noncompetitive** games encourage cooperation and allow students...they can rely on the expertise of more experienced cohorts.

Rogoff (1990) extended the zone **concept** by moving beyond the explicit, verbal communication Vygotsky touted to include tacit, nonverbal communication. In...

...information. Cooperative educational communities engaged in interactive endeavors provide the ideal atmosphere for academic growth. **Noncompetitive educational games** require students to interact and, therefore, provide appropriate contexts for testing recall of subjects already...respond to questions about plot by simply retelling what happens. They have trouble grasping the **concept** of plot as an overall pattern and fail to recognize or articulate rising action, conflict...

...represents. They then explain their drawings and the symbolism behind them.

Symbolism is a sophisticated **concept** for young readers. This game helps them relate concrete objects to abstract symbols, allowing them...in culture. Boston: Beacon Press.

Johnson, D.W., Sr Johnson, R.T. (1988). Cooperation and **competition**: Theory and research. Englewood Cliffs, NJ: Prentice Hall.

Reference:

Johnson, D.W., Johnson, R.T...

File	Set	Items	Description
1:ERIC 1966-2004/Apr 29			
S1	10		EDUCATION??()GAME? ? AND COMPET?(5N)CONCEPT? ?
S2	4244		COMPUTATION? ?
S3	4715		EDUCATION??()GAME? ?
S4	16096		COMPETITIVE? OR COMPETE? ? OR COMPETING OR COMPETITION? ?
S5	3		S2 AND S3 AND S4
S6	298		NONCOMPET? OR NON()COMPET?
S7	10		UNCOMPET?
S8	18		S3 AND S6:S7
S9	0		S2 AND S8

1/6/1

00887242 ERIC NO.: ED374914 CLEARINGHOUSE NO.: PS022766
Jigsaw Puzzles. Australian Early Childhood Resource Booklets, No. 3.
1989 (19890000)

1/6/3

00689725 ERIC NO.: EJ389747 CLEARINGHOUSE NO.: SO519197
Economics and the Framework: What It Is, and What It Is Not.
1989 (19890000)

1/6/4

00652765 ERIC NO.: EJ364856 CLEARINGHOUSE NO.: EC201539
What's New in Software? Computer Programs for Social Skills.
1987 (19870000)

1/6/8

00354723 ERIC NO.: EJ193782 CLEARINGHOUSE NO.: CG515541
Table Games in Elementary School Guidance.
December 1978 (19781200)

1/6/9

00295767 ERIC NO.: ED129462 CLEARINGHOUSE NO.: PS008886
Using Toys and Games with Children.
1975 (19750000)

1/6/10

00215465 ERIC NO.: EJ117258 CLEARINGHOUSE NO.: CG508625
Cooperative and Competitive Behavior as a Function of Self-Esteem
1975 (19750000)

1/7,K/2

DIALOG(R)File 1:ERIC
(c) format only 2004 The Dialog Corporation. All rts. reserv.

00856271 ERIC NO.: ED364435 CLEARINGHOUSE NO.: SO022412
Broken Squares.;
CORP. SOURCE: Stanford Univ., CA. Stanford Program on International and
Cross Cultural Education. (BBB30166)
15pp.
1975 (19750000)
NOTES: For a related booklet, see SO 022 413.
AVAILABLE FROM: SPICE: Stanford Program on International and Cross-Cultural

Education, Littlefield Center, Room 14, 300 Lasuen Street, Stanford University, Stanford, CA 94305-5013 (\$3.25).
EDRS Price MF01 Plus Postage. PC Not Available from EDRS.
LANGUAGE: English
DOCUMENT TYPE: 30 (Creative work); 52 (Guides--Classroom--Teacher)
RECORD TYPE: ABSTRACT
COUNTRY OF PUBLICATION: U.S.; California
JOURNAL ANNOUNCEMENT: RIEAPR1994
TARGET AUDIENCE: Teachers; Practitioners

Cooperation is one of the central motivating forces in the economic and social organization of China. This unit utilizes a game called "Broken Squares" to initiate a discussion of the **concepts** of cooperation and **competition** as possible models for problem solving. In the game, students are confronted with a group task and provided with guidelines for accomplishing the task. Through their own experiences at solving the group "problem," it is intended that students will increase their awareness of how individual attitudes and behavior affect group achievement. Following the game, students engage in a general discussion of the role of cooperation and/or competition played in the game, and then apply their experiences to the case of the China. The unit is intended for use with elementary, secondary, or continuing education students. (DB)

1/7,K/5

DIALOG(R) File 1:ERIC

(c) format only 2004 The Dialog Corporation. All rts. reserv.

00412847 ERIC NO.: ED180658 CLEARINGHOUSE NO.: PS011144
Child Development Associate Training Program. Unit III: Development of Cognitive Skills in Young Children. Module 4: Beginning Math Development with Young Children.;
CORP. SOURCE: Office of Child Development (DHEW), Washington, DC.
(BBB04478); Philadelphia School District, PA. (SYN72605); Research for Better Schools, Inc., Philadelphia, PA. (UGP75675)
205pp.
1976 (19760000)
NOTES: For other units/modules, see PS 011 130-153
SPONSORING AGENCY: Office of Child Development (DHEW), Washington, DC.
(BBB04478)
CONTRACT/GRANT NO.: H3105-B/H/O
AVAILABLE FROM: Research for Better Schools, Inc., 444 North Third Street, Philadelphia, PA 19123 (Unit III, PS 011 141-144, \$45.75; complete set, PS 011 130-153, \$161.50)
EDRS Price MF01/PC09 Plus Postage.
LANGUAGE: English
DOCUMENT TYPE: 51 (Guides--Classroom--Learner); 52
(Guides--Classroom--Teacher)
RECORD TYPE: ABSTRACT
COUNTRY OF PUBLICATION: U.S.; Pennsylvania
JOURNAL ANNOUNCEMENT: RIEMAY1980

This Child Development Associate (CDA) training module is intended to teach CDA interns how to provide classroom experiences that promote basic mathematics skills in preschool children. Knowledge of relationships of objects in space, grouping of objects, teaching of number names and counting, and the use of math games are discussed. The trainee is

encouraged to learn how to plan and develop lessons, games, activities and environmental conditions to teach about objects and their location in space. Both teacher and trainee materials are provided in the module. Teacher materials consist of directions for pre-testing and field supervision, a resource person activity list and directions for each student activity. Trainee materials include pre- and post-tests, an activity record, a glossary, directions and 17 lessons. (Author/RH)
DESCRIPTORS: Basic Skills; *Child Caregivers; Classroom Environment; *Competency Based Teacher Education; *Concept Formation; Early Childhood Education; Educational Games; Mathematical Experience; *Mathematics Education; Postsecondary Education; *Preschool Teachers; *Training

1/7,K/7

DIALOG(R)File 1:ERIC

(c) format only 2004 The Dialog Corporation. All rts. reserv.

00374590 ERIC NO.: ED164152 CLEARINGHOUSE NO.: RC010762

Navajo Area Language Arts Project (NALAP). Book 1.

Eby, J. Wesley; And Others;

CORP. SOURCE: Bureau of Indian Affairs (Dept. of Interior), Window Rock, AZ. (BBB00080)

394pp.

1973 (19730000)

NOTES: Not available in hard copy because of sideways reading material
EDRS Price MF01 Plus Postage. PC Not Available from EDRS.

LANGUAGE: English

DOCUMENT TYPE: 50 (Guides--General)

RECORD TYPE: ABSTRACT

COUNTRY OF PUBLICATION: U.S.; Arizona

JOURNAL ANNOUNCEMENT: RIEMAY1979

GOVERNMENT: Federal

Ten units containing 86 structural objectives make up this volume of instructional materials for the first year to year and a half of teaching English as a second language to Navajo children. The Navajo Area Language Arts Project (NALAP) materials, intended to present a sequence of English grammatical structures based on specific language and conceptual needs of Navajo students, are developed around 14 linguistic and pedagogical premises (listed and explained) and the analysis of English provided by transformational grammar. Objectives are arranged in units dealing with commands, modal "can", verb "be" with predicate adjectives and nouns, personal pronouns, conjunctions "or" and "and", plurals of count nouns, plural pronouns "they" and "these", present progressive. They are written in an expanded and annotated guideline form, giving teaching instructions, lesson time estimates, pupil responses, learning activities, and suggested contexts, vocabulary, and resources/materials. An implementation guide for the teacher deals with lesson plans, setting up the situation, conventions, activities/techniques, correction techniques, pronunciation/intonation, pacing/mastery, sentence and word control, types of objectives. Appendices contain samples of situational language needed during the first year of learning English, an alphabetical listing of all suggested learning activities, and a glossary of NALAP terms and concepts. (RS)

DESCRIPTORS: American Indian Education; American Indians; Art Activities; Class Activities; Communicative Competence (Languages); Concept Formation; Cultural Background; Educational Games; *English (Second Language); Grammar; *Language Arts; Language Experience Approach;

Language Instruction; *Learning Activities; Lesson Plans...

1/7,K/8

DIALOG(R)File 1:ERIC

(c) format only 2004 The Dialog Corporation. All rts. reserv.

00354723 ERIC NO.: EJ193782 CLEARINGHOUSE NO.: CG515541

Table Games in Elementary School Guidance.

Bundy, Michael L.

Elementary School Guidance and Counseling, v13 n2 p124-28 Dec 1978

December 1978 (19781200)

LANGUAGE: English

RECORD TYPE: ABSTRACT

JOURNAL ANNOUNCEMENT: CIJMAY1979

TARGET AUDIENCE: Practitioners

The games described here are designed for stimulating the use of positive social interaction skills and for facilitating understanding of self and others. Table games may not be the panacea of humanistic education, but a useful place can be found in many elementary guidance programs for these worthwhile activities. (Author)

DESCRIPTORS: Childrens Games; * Educational Games ; Elementary Education; Interpersonal Competence ; Program Descriptions; *Self Concept ;

*Social Relations

5/6/1

00325568 ERIC NO.: EJ179930 CLEARINGHOUSE NO.: SE521071

Sharing Teaching Ideas

1978 (19780000)

5/6/3

00186501 ERIC NO.: ED081675 CLEARINGHOUSE NO.: SO006098

Simulated Agribusiness.

April 1973 (19730400)

5/7,K/2

DIALOG(R)File 1:ERIC

(c) format only 2004 The Dialog Corporation. All rts. reserv.

00195753 ERIC NO.: ED090927 CLEARINGHOUSE NO.: IR000536

Games and Teams: An Effective Combination in the Classroom.

Hulten, Burma H.;

CORP. SOURCE: Johns Hopkins Univ., Baltimore, MD. Center for the Study of Social Organization of Schools. (LYR39605)

20pp.

April 1974 (19740400)

NOTES: Paper presented at the Annual Meeting of the American Educational Research Association (59th, Chicago, Illinois, April 1974)

EDRS Price MF01/PC01 Plus Postage.

DOCUMENT TYPE: 50 (Guides--General)

RECORD TYPE: ABSTRACT

JOURNAL ANNOUNCEMENT: RIESEP1974

Research investigated the relative contributions of team competition and peer group practice sessions to the effectiveness of a classroom instructional technique known as Teams-Games-Tournament. Eight mathematics classes with 240 seventh grade students participated in a ten-week field experiment. A 2x2 design was employed. The factors were (1) reward system (team competition versus individual competition) and (2) practice

(group practice versus individual practice). Students participated in 12 game tournaments with **competition** centered on a modified version of the math game "Tuf". A significant reward main effect and two significant interaction effects were obtained for the Arithmetic **Computation** subtest of the Stanford Achievement Test. High and low performers in the team condition improved significantly more than students in the individual reward group. Group practice had no significant effect on their level of achievement, but did benefit the low performer in the individual reward group at the expense of the high performer. It was concluded that games can be effective instructional devices for increasing academic achievement and that their success as instructional aids varies with the reward systems and practice structures under which students operate. (Author)

DESCRIPTORS: Academic Achievement; Classroom Techniques; **Competition** ; Drills (Practice); * **Educational Games** ; *Educational Media; Educational Research; Elementary School Mathematics; Grade 7; High Achievement; Individual Instruction; Low Achievement...

8/6/5

00909203 ERIC NO.: EJ520638 CLEARINGHOUSE NO.: SE555483
A Simulation Game for the Study of Enzyme Kinetics and Inhibition.
1996 (19960000)

8/6/6

00888639 ERIC NO.: ED376311 CLEARINGHOUSE NO.: CE067589
Games: Why & How Trainers Play Them.
1994 (19940000)

8/6/7

00880798 ERIC NO.: EJ504766 CLEARINGHOUSE NO.: CS749804
Saved by Spolin: A Teacher's Tale of Redemption.
1995 (19950000)

8/6/8

00702335 ERIC NO.: ED304842 CLEARINGHOUSE NO.: EC212537
Physical Education. Chapter Fourteen.
1988 (19880000)

8/6/9

00521631 ERIC NO.: ED232477 CLEARINGHOUSE NO.: FL013891
Using the Rally for Language Stimulation.
July 1983 (19830700)

8/6/10

00520916 ERIC NO.: ED231762 CLEARINGHOUSE NO.: SP022405
Contemporary Elementary and Middle School Physical Education Conference.
Proceedings, Friday, Activity and Position Paper Sessions (Atlanta, Georgia, January 13-15, 1983).
January 1983 (19830100)

8/6/11

00459087 ERIC NO.: ED205470 CLEARINGHOUSE NO.: SP018124
Contemporary Elementary and Middle School Physical Education Conference
(Georgia State University, Atlanta, Georgia, January 15-17, 1981).
Proceedings, Thursday, Kate Barrett/Lee Allsbrook Sessions.
January 1981 (19810100)

8/6/12

00459085 ERIC NO.: ED205468 CLEARINGHOUSE NO.: SP018122
Contemporary Elementary and Middle School Physical Education Conference
(Georgia State University, Atlanta, Georgia, January 15-17, 1981).
Proceedings, Friday, Activity and Position Paper Sessions.
January 1981 (19810100)

8/6/13

00418525 ERIC NO.: ED186336 CLEARINGHOUSE NO.: SO012578
A Guide to the Use of Street/Folk/Musical Games in the Classroom. Volume
III. Street Games.
1978 (19780000)

8/6/14

00418524 ERIC NO.: ED186335 CLEARINGHOUSE NO.: SO012577
A Guide to the Use of Street/Folk/Musical Games in the Classroom. Volume
II.
1977 (19770000)

8/6/15

00418523 ERIC NO.: ED186334 CLEARINGHOUSE NO.: SO012576
A Guide to the Use of Street/Folk/Musical Games in the Classroom. Volume I,
Song-Games.
1979 (19790000)

8/6/16

00281107 ERIC NO.: EJ150740 CLEARINGHOUSE NO.: SO505191
Eco-Act: A Role-Playing Game to Clarify Environmental Values, High School
Level
1976 (19760000)

8/6/17

00177731 ERIC NO.: EJ093990 CLEARINGHOUSE NO.: AA518031
Motivational Bases in Mixed-Motive Interactions: The Effects of Comparison
Levels
1974 (19740000)

8/6/18

00020057 ERIC NO.: ED017103 CLEARINGHOUSE NO.: EC001120
RECREATION AND SOCIALIZATION FOR THE BRAIN INJURED CHILD.
1966 (19660000)

8/7/1

DIALOG(R)File 1:ERIC
(c) format only 2004 The Dialog Corporation. All rts. reserv.
01054461 ERIC NO.: ED441668 CLEARINGHOUSE NO.: SE063537
The Effect of Advisement and Competition on Transfer, Advisor Use, and
Attitude toward Mathematics Using a Computer-Based Simulation Game.
Van Eck, Richard
114pp.
April 2000 (20000400)
NOTES: Paper presented at the Annual Meeting of the American Educational
Research Association (New Orleans, LA, April 24-28, 2000).
EDRS Price MF01/PC05 Plus Postage.
LANGUAGE: English
DOCUMENT TYPE: 143 (Reports--Research); 150 (Speeches/meeting papers)

RECORD TYPE: ABSTRACT
COUNTRY OF PUBLICATION: U.S.; Tennessee
JOURNAL ANNOUNCEMENT: RIENOV2000

This study looks at the roles that competition and context of advisement play in transfer, advisor use, attitude toward mathematics, and attitude toward instruction in a computer-based simulation game that required the use of mathematics skills. It is concluded that for transfer training, **non-competitive** simulation games might be the best choice, better at least than simulation games that include a time-pressure factor. Advisement appeared to be a good way to promote transfer and positive attitude toward mathematics and instruction, the latter two of which can indirectly promote future performance. (Contains 248 references.) (ASK)

8/7/2
DIALOG(R)File 1:ERIC
(c) format only 2004 The Dialog Corporation. All rts. reserv.
00994117 ERIC NO.: EJ569232 CLEARINGHOUSE NO.: RC512704
Places of Peace.
Furlong, Lisa
Zip Lines: The Voice for Adventure Education, n34 p22-27 Win 1998
1998 (19980000)

NOTES: Theme issue title: "Islands of Healing."
LANGUAGE: English
DOCUMENT TYPE: 80 (Journal articles); 141 (Reports--Descriptive)
RECORD TYPE: ABSTRACT
JOURNAL ANNOUNCEMENT: CIJMAR1999
Describes Adventures in Peacemaking, an after-school program that teaches conflict-resolution skills to children ages 5-12 through the use of **noncompetitive** games and play. Sidebars depict a conflict escalator and a win-win grid. (TD)

8/7/3
DIALOG(R)File 1:ERIC
(c) format only 2004 The Dialog Corporation. All rts. reserv.
00940492 ERIC NO.: EJ539247 CLEARINGHOUSE NO.: EC615858
Celebrating Math--Olympic Style!

Bierman, Maureen M.; And Others
LD Forum, v21 n4 p14-20 Sum 1996
1996 (19960000)
LANGUAGE: English
DOCUMENT TYPE: 80 (Journal articles); 141 (Reports--Descriptive)
RECORD TYPE: ABSTRACT
JOURNAL ANNOUNCEMENT: CIJJUL1997

TARGET AUDIENCE: Teachers; Practitioners
Forty-six intermediate and junior high students with disabilities (learning, emotional disturbance, mental retardation) participated in a **noncompetitive** Math Olympics. Teams of students participated in game-like activities involving basic skills, calculators, problem solving, and place value. Guidelines for planning a Math Olympics focus on materials, scheduling, obtaining sponsorship, and supervision. (DB)

8/7/4
DIALOG(R)File 1:ERIC
(c) format only 2004 The Dialog Corporation. All rts. reserv.
00932884 ERIC NO.: EJ531639 CLEARINGHOUSE NO.: SP525437
Do Classroom Games Improve Motivation and Learning?

ASRC Searcher: Jeanne Horrigan
Serial 10/751185
May 11, 2004

19

Nemerow, Laurence G.
Teaching and Change, v3 n4 p356-66 Sum 1996
1996 (199600000)
ISSN: 1068-378X
LANGUAGE: English
DOCUMENT TYPE: 80 (Journal articles); 141 (Reports--Descriptive)
RECORD TYPE: ABSTRACT
JOURNAL ANNOUNCEMENT: CIJFEB1997

A high school biology teacher studied the use of both competitive and **noncompetitive** games in classroom learning. Students were surveyed to find out how they felt about the games and what they learned from them. Results indicated that games helped students improve self-esteem, peer relationships, and learning. Competition provided motivation but also pressure. (SM)

File 47:Gale Group Magazine DB(TM) 1959-2004/May 10
File 88:Gale Group Business A.R.T.S. 1976-2004/May 07
Set Items Description
S1 3 EDUCATION??()GAME? ? AND COMPET?(5N)CONCEPT? ?
S2 2 RD (unique items)
S3 8 CONCEPT()VERSUS()CONCEPT
S4 293287 GAME? ?
S5 0 S3 (S)S4
S6 7 RD S3 (unique items)

2/3,K/2 (Item 1 from file: 88)
DIALOG(R)File 88:Gale Group Business A.R.T.S.
(c) 2004 The Gale Group. All rts. reserv.

04679850 SUPPLIER NUMBER: 20381945
It's how you play the game. (educational games)
Hark, Ina Rae
Education, v118, n1, p6(3)
Fall, 1997
ISSN: 0013-1172 LANGUAGE: English RECORD TYPE: Fulltext; Abstract
WORD COUNT: 1440 LINE COUNT: 00116
... others. (In this gaming model, therefore, curving grades is a bad
idea, since it introduces concepts of competition and destructive self-
DESCRIPTORS: Educational games --

6/6/1 (Item 1 from file: 47)
05912906 SUPPLIER NUMBER: 63129119 (USE FORMAT 7 OR 9 FOR FULL TEXT)
How Much Does Performance Matter? A Meta-Analysis of CEO Pay Studies.
March, 2000
WORD COUNT: 12813 LINE COUNT: 01063

6/6/2 (Item 2 from file: 47)
04164507 SUPPLIER NUMBER: 15914518 (USE FORMAT 7 OR 9 FOR FULL TEXT)
TARGET for the biomedical searcher. (DIALOG online database searching
technique)
Nov-Dec, 1994
WORD COUNT: 2412 LINE COUNT: 00244

6/6/3 (Item 1 from file: 88)
06052401 SUPPLIER NUMBER: 82784411
Images in words: Presidential rhetoric, charisma, and
greatness.(Statistical Data Included)
Sept, 2001
WORD COUNT: 15379 LINE COUNT: 01442

6/6/4 (Item 2 from file: 88)
05917532 SUPPLIER NUMBER: 78563542
Effects of Priming a Bipolar Attribute Concept on Dimension Versus
Concept -Specific Accessibility of Semantic Memory.
Sept, 2001

6/6/5 (Item 3 from file: 88)
05127225 SUPPLIER NUMBER: 54867305
What Makes a Concept Good? A Criterial Framework for Understanding Concept
Formation in the Social Sciences.
Spring, 1999

ASRC Searcher: Jeanne Horrigan
Serial 10/751185
May 11, 2004

21

WORD COUNT: 16853 LINE COUNT: 01484

6/6/6 (Item 4 from file: 88)
05094066 SUPPLIER NUMBER: 54309696
**Comparative Effectiveness of Executional Elements in TV Advertising: 15-
versus 30-second Commercials.**
Nov, 1998
WORD COUNT: 3487 LINE COUNT: 00416

6/6/7 (Item 5 from file: 88)
05059102 SUPPLIER NUMBER: 54258698
**Measuring skill acquisition and retention with an ATM simulator: the need
for age-specific training. (Special Section: Virtual Environments: Models,
Methodology, and Empirical Studies) (automatic teller machine)**
Sept, 1998
WORD COUNT: 4928 LINE COUNT: 00407

File 350:Derwent WPIX 1963-2004/UD,UM &UP=200428
File 347:JAPIO Nov 1976-2003/Dec(Updated 040402)
File 371:French Patents 1961-2002/BOPI 200209

Set	Items	Description
S1	692	(EDUCATION?? OR MATH OR MATHEMATIC?) (1W)GAME? ?
S2	297	NONCOMPETITIVE OR NON()COMPETITIVE OR UNCOMPETITIVE
S3	6340	CONCEPT? ?
S4	268743	TRACK??? OR COMPETE? ? OR COMPETING OR COMPETITIVE OR COMP- ETITION
S5	23420	TEACHING OR EDUCATION??
S6	0	S2()S1
S7	0	S1(S)S2
S8	0	S1 AND S2
S9	1	S1 AND S3 AND S4
S10	125994	GAME? ?
S11	6	S2 AND S10
S12	6	S11 AND S3:S5
S13	0	S1 AND S3(S)S4
S14	50	S1 AND S4
S15	1	S3 AND S14 [a duplicate]
S16	37	S1/TI AND S4
S17	36	S16 NOT (S11 OR S15)
S18	324	NONCOMPETI? OR NON()COMPETI?
S19	0	S18 AND S17
S20	1	COMPET?(1N)CONCEPT? ? [not relevant]
S21	0	S5()S3 AND S2
S22	11	S5()S3
S23	2	S10 AND S22
S24	0	S2 AND S5 AND S10
S25	6	S2 AND S10
S26	2	S23 NOT (S9 OR S12 OR S15 OR S17 OR S20)
S27	0	S25 NOT (S9 OR S12 OR S15 OR S17 OR S20 OR S23)

9/26,TI/1 (Item 1 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.
013414599

WPI Acc No: 2000-586537/200055
Board game apparatus for playing a competitive , fun, and educational
game

12/26,TI/1 (Item 1 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.
014853478

WPI Acc No: 2002-674184/200272
Interactive on-line fantasy sports game allows participant to select sports
teams to form roster and provides points to participant based on performance
of sports teams in roster, the points being redeemable for prize

12/26,TI/4 (Item 4 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.
010187788

WPI Acc No: 1995-089041/199512
Drawing game for non - competitive activity - has base with borders

enclosing frame, which houses paper for drawing on

12/7/6 (Item 6 from file: 350)

DIALOG(R)File 350:Derwent WPIX

(c) 2004 Thomson Derwent. All rts. reserv.

003613480

WPI Acc No: 1983-G1679K/198319

Non competitive board game - has operating knobs each side, to
propel ball along zigzag path from top to bottom

Patent Assignee: SCHMOTZ J (SCHM-I)

Inventor: SCHMOTZ J

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
DE 3140932	A	19830505				198319 B

Priority Applications (No Type Date): DE 3140932 A 19811015

Patent Details:

Patent No	Kind	Lan Pg	Main IPC	Filing Notes
DE 3140932	A	15		

Abstract (Basic): DE 3140932 A

The amusement device for two or more players is intended to be non competitive . It uses a board resting on a table with a prop attached so that it slopes at an angle to the horizontal. A ball is propelled along a zig-zag path from a bottom corner to pass through a hole in the diagonally opposite top corner. It falls into a pocket so that it can be retrieved and used again.

At opposite sides of the boards are resilient flaps, each attached to a spindle with a gripping knob at its outer end, and carrying a spring. Each knob is operated to swing its flap to propel the ball along a sloping ramp to the opposite side of the ball, where another player operates the next knob to propel the ball back again, but towards the next operating knob, along the zig-zag path. As the ball approaches an operating knob, it lifts up a sloping blade extending across the path of travel. Closing again after the ball has passed

Derwent Class: P36

International Patent Class (Additional): A63F-007/00

12/34/2 (Item 2 from file: 350)

DIALOG(R)File 350:Derwent WPIX

(c) 2004 Thomson Derwent. All rts. reserv.

014404820 **Image available**

WPI Acc No: 2002-225523/200228

Interactive network game system uses electronic device such as personal computer to connect through network to game host and mass terminal connected to mass transmitter to receive interactive program signal

Patent Assignee: NEAL P B (NEAL-I)

Inventor: NEAL P B

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
US 20010036865	A1	20011101	US 2000182053	P	20000211	200228 B
			US 2001770309	A	20010129	

Priority Applications (No Type Date): US 2000182053 P 20000211; US

2001770309 A 20010129

Patent Details:

Patent No	Kind	Lan Pg	Main IPC	Filing Notes

US 20010036865 A1 16 G06F-017/00 Provisional application US 2000182053
Abstract (Basic): US 20010036865 A1

NOVELTY - A user (110) has an electronic device (112) such as PC or a telephone to connect to electronic network (114). A computational center (120) coupled to a host studio (122) communicates with the network. A mass media transmitter (118) transmits interactive program signal. The user accesses a mass media terminal (116) which receives the program signal directly from transmitter and reproduces interactive program from host studio.

DETAILED DESCRIPTION - An INDEPENDENT CLAIM is also included for interactive **game** playing method.

USE - Interactive **game** system e.g. **non - competitive** quiz, testing, etc.

ADVANTAGE - Enables large number of computer users at remote locations to participate over a distributed computer network in an interactive **game** broadcast by mass media.

DESCRIPTION OF DRAWING(S) - The figure shows the block diagram of interactive network **game** system.

User (110)
Electronic device (112)
Electronic network (114)
Mass media terminal (116)
Mass media transmitter (118)
Computational center (120)
Host studio (122)
pp; 16 DwgNo 1/3

Derwent Class: T01; W04

International Patent Class (Main): G06F-017/00

12/34/3 (Item 3 from file: 350)

DIALOG(R) File 350:Derwent WPIX

(c) 2004 Thomson Derwent. All rts. reserv.

014162837 **Image available**

WPI Acc No: 2001-647065/200174

Non - competitive memory enhancement game has memory cards which
comprise of different subject categories that correspond to subject
categories of playing positions in playing path

Patent Assignee: COHEN G D (COHE-I)

Inventor: COHEN G D

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
US 6270077	B1	20010807	US 99468205	A	19991220	200174 B

Priority Applications (No Type Date): US 99468205 A 19991220

Patent Details:

Patent No	Kind	Lan Pg	Main IPC	Filing Notes
US 6270077	B1	18	A63F-003/00	

Abstract (Basic): US 6270077 B1

NOVELTY - The **game** has a board (10) having a playing path (12) with multiple playing positions (14a-14f) comprising of different subject categories, and memory cards comprising of different subject categories that corresponds to the subject categories of the playing positions. A single player position marker designates the movement of a host player along the playing path.

DETAILED DESCRIPTION - The memory cards are divided into general and individualized subjects for each subject category. Each of the

individualized subject memory cards comprises a first side with a personalized picture relating to a biographical experience of the host player and a second side including comments relating to the personalized picture. A change piece determines placement of player position marker randomly upon one of the playing positions. An assisting player provides for a discussion of a selected one of the memory cards with the host player in order to share memories and to stimulate the memories of the host player.

USE - **Non - competitive** memory enhancement **game** .

ADVANTAGE - Offers a memory enhancement **game** that can be manufactured easily at low cost and which provides encouragement for relatives and friends to visit persons suffering from memory impairment. Enables to develop individualized or personalized questions from memorabilia relating to the individual life experience of the player or player of the **game** .

DESCRIPTION OF DRAWING(S) - The figure shows the top plan view of the **game** board for use in playing memory enhancement **game** .

Board (10)

Playing path (12)

Playing positions (14a-14d)

pp; 18 DwgNo 1/11

Derwent Class: P36

International Patent Class (Main): A63F-003/00

12/34/5 (Item 5 from file: 350)

DIALOG(R)File 350:Derwent WPIX

(c) 2004 Thomson Derwent. All rts. reserv.

007049633

WPI Acc No: 1987-049630/198707

Non-competitive game for two or more players - with series of tokens assigned time values for transfer to second player with certificate

Patent Assignee: BRADDOCK J C (BRAD-I)

Inventor: BRADDOCK K M

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
US 4640510	A	19870203	US 84615311	A	19840530	198707 B

Priority Applications (No Type Date): US 84615311 A 19840530

Patent Details:

Patent No	Kind	Lan Pg	Main IPC	Filing Notes
US 4640510	A	4		

Abstract (Basic): US 4640510 A

A **game** for two or more players is played by assembling a series of tokens. A quantitative time value is assigned to each of the tokens. A certificate attesting to ownership of the tokens prepared for purposes of the **game** . The tokens and certificate are transferred from a first player to a second player, placing the second player in a position to use the tokens to place demands on the time of the first player.

At least one token is selectively transferred back to the first player with a concomitant demand by the second player on the time of the first player. The demand is in accordance with the quantitative time value assigned to the token retransferred. The players then pass an interval of time in accordance with such demand.

1/2

Derwent Class: P36

International Patent Class (Additional): A63F-009/00

17/26, TI/1 (Item 1 from file: 350)
DIALOG(R) File 350: Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.
015972550

WPI Acc No: 2004-130391/200413

Educational card game playing method for teaching mathematical facts, involves posting question and answer cards to scoring area if currently drawn answer card or existing answer card corresponds with players question card

17/26, TI/2 (Item 2 from file: 350)
DIALOG(R) File 350: Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.
015853378

WPI Acc No: 2004-011208/200401

Educational game board playing method involves providing instruction card, additional option for playing, choice of questions or matching-up card, to player besides gaining reward or bearing penalty

17/26, TI/3 (Item 3 from file: 350)
DIALOG(R) File 350: Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.
015783418

WPI Acc No: 2003-845621/200378

Education board game playing method involves selecting question card from group of cards to assign points based on subjective evaluation, and advancing player placeholder along movement based on assigned points

17/26, TI/4 (Item 4 from file: 350)
DIALOG(R) File 350: Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.
015650065

WPI Acc No: 2003-712248/200367

Mathematical game apparatus for coder and hacker, has four fields which display secret code, clue, series of attempts at object selection and arrangement by hacker, and feedback information, respectively

17/26, TI/5 (Item 5 from file: 350)
DIALOG(R) File 350: Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.
015626403

WPI Acc No: 2003-688574/200365

Educational game system for children, has game piece that is placed in small container and players withdraw smaller containers from larger to create pairs of game pieces

17/26, TI/6 (Item 6 from file: 350)
DIALOG(R) File 350: Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.
013742365

WPI Acc No: 2001-226595/200123

Educational board game to improve language skills, has a pentagonal closed game path with fields, and uses draw cards with commands or questions, or having a word on them

17/26, TI/8 (Item 8 from file: 350)
DIALOG(R) File 350: Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.
013166129
WPI Acc No: 2000-338002/200029
Educational board game that provides incentives, rewards and penalties for questions posed about American states

17/26, TI/9 (Item 9 from file: 350)
DIALOG(R) File 350: Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.
013054778
WPI Acc No: 2000-226643/200020
Educational game involving manoeuvring ball along track

17/26, TI/10 (Item 10 from file: 350)
DIALOG(R) File 350: Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.
012723785
WPI Acc No: 1999-529898/199945
Educational game device with sliding tiles to be arranged in predetermined sequences

17/26, TI/12 (Item 12 from file: 350)
DIALOG(R) File 350: Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.
012274965
WPI Acc No: 1999-081071/199907
Educational game to teach chess through example - with chess-move storage device to store representations of example moves and captured piece functioning as scoring token

17/26, TI/13 (Item 13 from file: 350)
DIALOG(R) File 350: Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.
012178600
WPI Acc No: 1998-595511/199851
Educational game or toy giving details of cities - comprises an illustrated board with a numbered track, and dice for the players. No abstract.

17/26, TI/14 (Item 14 from file: 350)
DIALOG(R) File 350: Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.
012156665
WPI Acc No: 1998-573577/199849
Tracking control system for optical disk used in educational and game facilities - obtains relationship between measured offset between main and auxiliary beams reflected from optical disk and track pitch of disk, based on which tracking error signal is generated, for tracking control

17/26, TI/15 (Item 15 from file: 350)
DIALOG(R) File 350: Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.
011946576
WPI Acc No: 1998-363486/199832

Educational multiplication game to help children learn multiplication tables in game form - has two hundred of 100 pieces, each having multiplier or multiplicand from ten times table and equal sign on them

17/26, TI/16 (Item 16 from file: 350)
DIALOG(R) File 350: Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.
010734003

WPI Acc No: 1996-230958/199624

Method of playing educational word game - involves the use of dice, word cards and the movement of pieces on a specially designed board

17/26, TI/17 (Item 17 from file: 350)
DIALOG(R) File 350: Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.
010409339

WPI Acc No: 1995-310685/199540

Mathematical board game for number of players - includes rectangular game board having card stations arranged in matrix of horizontal and vertical rows, and number of card stations

17/26, TI/18 (Item 18 from file: 350)
DIALOG(R) File 350: Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.
009831800
WPI Acc No: 1994-111656/199414

Educational game in form of playing cards - has each card carrying at least one question and answer and deposition of one or two die faces, and may be used to replace throwing of die

17/26, TI/19 (Item 19 from file: 350)
DIALOG(R) File 350: Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.
009726617
WPI Acc No: 1994-006467/199401

Educational linguistic game - has game board with spaced tracks divided into odour coded space for playing tokens

17/26, TI/20 (Item 20 from file: 350)
DIALOG(R) File 350: Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.
009608926
WPI Acc No: 1993-302474/199338

Educational board game - comprises board with designated path on it and includes question and fact cards

17/26, TI/21 (Item 21 from file: 350)
DIALOG(R) File 350: Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.
009409523
WPI Acc No: 1993-103034/199313

Educational board game with squares forming track - using sets of cards corresponding to marked squares and corresponding tiles connected on individual boards

17/26, TI/22 (Item 22 from file: 350)

DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.
009180117

WPI Acc No: 1992-307552/199237
Educational card game - is adapted to be played on geographical game
board bearing continental area with countries marked and outlined in it

17/26, TI/23 (Item 23 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.
008821682

WPI Acc No: 1991-325695/199145
Educational game of assistance in combating aids disease - consists
of board with track and dice used by players NoAbstract

17/26, TI/24 (Item 24 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.
008467933

WPI Acc No: 1990-354933/199048
Track type educational game based on word completion - consists of
track sections with incomplete words and scoring dice NoAbstract

17/26, TI/25 (Item 25 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.
008127838

WPI Acc No: 1990-014839/199002
Competitive computer educational game - has equalises student
scores by computing instantaneous handicap for each student based on
difference between his and highest scores

17/26, TI/26 (Item 26 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.
008113020

WPI Acc No: 1990-000021/199001
Audio-visual educational game - uses information contained within
signal for setting parameters in combination with control to allow
arbitration of competing participants

17/26, TI/27 (Item 27 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.
007856835

WPI Acc No: 1989-121947/198916
Time telling educational game - involves players taking turns in
moving their markers around race-track in accordance with hands of
clock on board

17/26, TI/28 (Item 28 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.
007289485

WPI Acc No: 1987-286492/198741
Educational game with plane flying around track - involves stopping

model on track section corresp. to chosen part which is then illuminated, and lowers plane to simulate landing

17/26, TI/29 (Item 29 from file: 350)
DIALOG(R) File 350: Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.
004315785
WPI Acc No: 1985-142663/198524
Educational board game - has track marked by squares and cards with questions that correspond to squares

17/26, TI/30 (Item 30 from file: 350)
DIALOG(R) File 350: Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.
004178961
WPI Acc No: 1985-005841/198501
Question-and-answer type educational game device - includes rotatable cover disc having window to view question and answer on further disc

17/26, TI/31 (Item 31 from file: 350)
DIALOG(R) File 350: Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.
004156823
WPI Acc No: 1984-302362/198449
Educational board game - has squares referring to fortune cards or question cards on educational material

17/26, TI/34 (Item 34 from file: 350)
DIALOG(R) File 350: Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.
001726190
WPI Acc No: 1977-G2684Y/197730
Educational game for school age children - enables players to move competitively along designated path according to responses to questions

17/26, TI/35 (Item 35 from file: 350)
DIALOG(R) File 350: Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.
001530061
WPI Acc No: 1976-K2998X/197643
Educational game to teach multiplication - playing board has encircled products of factors on dealt cards

17/26, TI/36 (Item 36 from file: 350)
DIALOG(R) File 350: Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.
001246280
WPI Acc No: 1975-D0072W/197511
Mathematical board game apparatus - uses numerical correlation between playing pieces and board to position pieces

17/7, K/7 (Item 7 from file: 350)
DIALOG(R) File 350: Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.
013379478

WPI Acc No: 2000-551416/200051

Educational **electronic** game

Patent Assignee: OMRAD OPTO-ELECTRONICS LTD (OMRA-N)

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
IL 121870	A	20000726	IL 121870	A	19970930	200051 B

Priority Applications (No Type Date): IL 121870 A 19970930

Patent Details:

Patent No	Kind	Lan Pg	Main IPC	Filing Notes
IL 121870	A		G09B-001/16	

Abstract (Basic): IL 121870 A

A battery powered educational game for very young children comprising game balls (11) of different diameters and colours optionally bearing on their surfaces some images or plastic game balls made up of a transparent material encapsulating game objects such as one or more figurines, and a game platform (15) comprising one or more inclined **tracks** of different internal sizes and colours adapted to receive and roll down a game-ball under gravity, comprising electro-optical or other means for detecting the position of the game ball entering or rolling down (sliding) the respective inclined **track** including the final horizontal part of its motion, and comprising also a control means for activating built-in visual or audiovisual game instructions and game reward signals and messages, for a locally or remotely controlled random access audio information storage means providing a predetermined data menu, activated in response to the child's act of placing a game ball in one of the inclined **tracks** in accord or in discrepancy with the game audiovisual instruction.

Derwent Class: P85

International Patent Class (Main): G09B-001/16

17/7,K/11 (Item 11 from file: 350)

DIALOG(R)File 350:Derwent WPIX

(c) 2004 Thomson Derwent. All rts. reserv.

012383333 **Image available**

WPI Acc No: 1999-189440/199916

Educational **board** game

Patent Assignee: BALUKAS J V (BALU-I); FETZER J M (FETZ-I); SCHMOYER L R (SCHM-I)

Inventor: BALUKAS J V; FETZER J M; SCHMOYER L R

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
US 5876211	A	19990302	US 97865611	A	19970529	199916 B

Priority Applications (No Type Date): US 97865611 A 19970529

Patent Details:

Patent No	Kind	Lan Pg	Main IPC	Filing Notes
US 5876211	A		12 G09B-019/22	

Abstract (Basic): US 5876211 A

NOVELTY - A diagonal movement **track** (25) interconnects a central starting and finishing area (21) of a game board (20) with a perimetrical movement **track** (22), both **tracks** having spaces

(23,26). Opportunity cards and risk cards printed with favorable and unfavorable announcements and mandates are provided for introducing instructions to be followed during course of game.

DETAILED DESCRIPTION - Multiple query cards printed with questions and answers of particular subject are provided for determining acquisition of quantity of game money. A die is used for determining movement of playing pieces on individual spaces of perimetrical movement **track** and diagonal movement **track**. The playing pieces are in the shape of class room objects such as eraser, globe, gym bag, apple. An INDEPENDENT CLAIM is included for **education board game** playing method.

USE - The board game can be utilized for simulating the school system and educating players on variety of subjects through interactive play.

ADVANTAGE - The board game can be played in class room as well as in home. Provides enjoyable game that could be participated in for friendly **competition** and entertainment.

DESCRIPTION OF DRAWING(S) - The figure shows educational game board game.

Game board (20)
Central starting and finishing area (21)
Perimetrical movement **track** (22)
Spaces (23,26)
Diagonal movement **track** (25)
pp; 12 DwgNo 1/9

Derwent Class: P85

International Patent Class (Main): G09B-019/22

17/7,K/32 (Item 32 from file: 350)

DIALOG(R) File 350:Derwent WPIX

(c) 2004 Thomson Derwent. All rts. reserv.

003262726

WPI Acc No: 1982-B3171J/198251

Educational game **for verification of information accuracy - has electrical contacts on information elements to close circuit allowing magnetic track to be read**

Patent Assignee: GANOUNA-COHEN I (GANO-I)

Inventor: BITAN L; GANOUNACOH I

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
FR 2505197	A	19821112				198251 B

Priority Applications (No Type Date): FR 818969 A 19810506

Patent Details:

Patent No	Kind	Lan Pg	Main IPC	Filing Notes
FR 2505197	A	9		

Abstract (Basic): FR 2505197 A

The electronic game comprises a control panel having a housing (2) for information on support elements (4). Indicator lamps (5,6) illuminate + and - signs to signify good or bad information. The information support elements are selected by a player and placed in the housing. These elements have conductors on the back which connect to tags on the sides. These tags connect to tags (12) at each side of the housing and also to adjacent elements to complete a circuit from one side of the housing to the other.

If the series of selected elements is correct the indicator lamps

signify that it is correct. The information on a magnetically recorded **track** on the elements can then be decoded by a hand held read head (11) and reproduced through a loudspeaker (8).

1/5

Derwent Class: P36; P85; W04

International Patent Class (Additional): A63F-009/18; G09B-019/00

17/7,K/33 (Item 33 from file: 350)

DIALOG(R)File 350:Derwent WPIX

(c) 2004 Thomson Derwent. All rts. reserv.

002168556

WPI Acc No: 1979-J8503B/197942

Spelling practice educational game - has rotary disc with tracks for exercises, aids, and solutions and symbol for each player

Patent Assignee: RELIEF-TECHNIK GMBH (RELI-N)

Inventor: KNOLL E

Number of Countries: 002 Number of Patents: 002

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
DE 2912469	A	19791011				197942 B
NL 7803310	A	19791002				197942

Priority Applications (No Type Date): NL 783310 A 19780329

Abstract (Basic): DE 2912469 A

The game for teaching spelling consists of a board with printed instructions. It has a pin with a rotary playing disc, a stationary cover sheet, a window aperture, and a playing field with a printed predetermined course of the game.

The playing disc (4) has a circular **track**, with practice exercises distributed over it. The disc also has further circular **tracks** carrying aids to solve the exercises, or the solutions. There are also similar **tracks** with exercises relating to the course of the game printed on the cover sheet.

Derwent Class: P36

International Patent Class (Additional): A63F-003/00

23/7/1 (Item 1 from file: 350)

DIALOG(R)File 350:Derwent WPIX

(c) 2004 Thomson Derwent. All rts. reserv.

015850957 **Image available**

WPI Acc No: 2004-008784/200401

Diagnostic game and teaching tool for language learning disabled children, has learning cubes with faces with unique combination of alphanumeric and color, and game board having teaching concept corresponding to cube face

Patent Assignee: TRI-SIL LLC (TRIS-N)

Inventor: RAMOS J G; RAMOS S A

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
US 6659774	B1	20031209	US 2002152600	A	20020521	200401 B

Priority Applications (No Type Date): US 2002152600 A 20020521

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
US 6659774	B1	18	G09B-019/22		

Abstract (Basic): US 6659774 B1

NOVELTY - The tool includes large, tactically soft cubes (10) imprinted with **teaching concept**. The cubes have faces with unique

combination of alphanumeric and unique color. A learning **game** board (20) has **teaching concept** corresponding to the cube face.

USE - For language learning disabled children, also for adult rehabilitation, special educators and adults who had strokes which have damaged left language-learning side of brain.

ADVANTAGE - Enables to teach the preschool children with learning impairments, effectively.

DESCRIPTION OF DRAWING(S) - The figure shows the perspective view of the learning cube.

learning cube (10)

game board (20)

start line (23)

finish line (24)

playing spaces (25)

pp; 18 DwgNo 2/14

Derwent Class: P36; P85

International Patent Class (Main): G09B-019/22

International Patent Class (Additional): A63F-003/00

23/7/2 (Item 2 from file: 350)

DIALOG(R) File 350:Derwent WPIX

(c) 2004 Thomson Derwent. All rts. reserv.

012686653 **Image available**

WPI Acc No: 1999-492762/199941

Stock market game apparatus for teaching concepts relating to stocks and stock trading

Patent Assignee: BUKOWSKY C R (BUKO-I)

Inventor: BUKOWSKY C R

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
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US 5934674	A	19990810	US 96652172	A	19960523	199941 B
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Priority Applications (No Type Date): US 96652172 A 19960523

Patent Details:

Patent No	Kind	Lan Pg	Main IPC	Filing Notes
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US 5934674	A		6 A63F-003/00	
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Abstract (Basic): US 5934674 A

NOVELTY - The current values of stocks and stock portfolios owned by each player are displayed by a stock value display (22). The current value of stock portfolio's are computed from ownership token associated with each player and calculated values are sent to portfolio value display (24).

DETAILED DESCRIPTION - A **game** board has **game** piece movement pathway comprising several movement squares or units associated with stocks. The ownership token associated with each stock, affects value of stock portfolio's based on stock current value.

USE - For **teaching concepts** relating to stocks and stock trading.

ADVANTAGE - Provides educational as well as entertaining **game** environment.

DESCRIPTION OF DRAWING(S) - The figure shows block level diagram of electronic display.

Stock value display (22)

Portfolio value display (24)

pp; 6 DwgNo 3/3

Derwent Class: P36; W04

ASRC Searcher: Jeanne Horrigan
Serial 10/751185
May 11, 2004

35

International Patent Class (Main): A63F-003/00
International Patent Class (Additional): A63F-009/22

File 348:EUROPEAN PATENTS 1978-2004/May W01

File 349:PCT FULLTEXT 1979-2002/UB=20040506,UT=20040429

Set	Items	Description
S1	215	(EDUCATION?? OR MATH OR MATHEMATIC?) (1W) GAME? ?
S2	5083	NONCOMPETITIVE OR NON() COMPETITIVE OR UNCOMPETITIVE
S3	135193	CONCEPT? ?
S4	209783	TRACK??? OR COMPETE? ? OR COMPETING OR COMPETITIVE OR COMPETITION
S5	44926	TEACHING OR EDUCATION??
S6	0	S2() S1
S7	0	S2(5N) S1
S8	0	S2(S) S1
S9	1	S1 AND S2
S10	25831	GAME? ?
S11	14	S2(S) S10
S12	0	S11(S) (S3 OR S5)
S13	0	S3(1N) S4(S) S1
S14	29	S3:S4(S) S1
S15	29	S14 NOT S11
S16	2	S15/TI,DE,AB
S17	27	S15 NOT S16

9/6/1 (Item 1 from file: 349)
00871023 **Image available**
AGENT FOR GUIDING CHILDREN IN A VIRTUAL LEARNING ENVIRONMENT

11/6/3 (Item 1 from file: 349)
01034269 **Image available**
MULTI-GENERATIONAL SCHEMATIZED GAME PLAYING

11/6/4 (Item 2 from file: 349)
01008660 **Image available**
INTERNET GAMING WITH MULTIPLE WEB SITES

11/6/5 (Item 3 from file: 349)
00969542 **Image available**
SYSTEM AND METHOD FOR ENHANCED ONLINE TRANSACTIONS USING SHOPPING GAMES

11/6/6 (Item 4 from file: 349)
00886357 **Image available**
COEXISTENT INTERACTION BETWEEN A VIRTUAL CHARACTER AND THE REAL WORLD

11/6/7 (Item 5 from file: 349)
00883998
SYSTEM AND METHOD FOR ENHANCED ONLINE TRANSACTIONS USING SHOPPING GAMES

11/6/11 (Item 9 from file: 349)
00331594 **Image available**
BALL AND PADDLE TOY AND/OR SKILL GAME

11/3,AB,K/8 (Item 6 from file: 349)
DIALOG(R) File 349:PCT FULLTEXT
(c) 2004 WIPO/Univentio. All rts. reserv.
00882218
ENHANCED ONLINE GAME MECHANISMS
MECANISMES PERFECTIONNES DE JEUX EN-LIGNE

Patent Applicant/Assignee:

CGTIME INC, 625 Second Street, San Francisco, CA 94107, US, US
(Residence), US (Nationality)

Inventor(s):

LA MURA Pierfrancesco, 440 Monroe Drive, Palo Alto, CA 94306, US,
TENNENHOLTZ Moshe, 641 East Meadow Drive, Palo Alto, CA 94306, US,
SHOHAM Yoav, 4058 Orme Street, Palo Alto, CA 94306, US,

Legal Representative:

D'ALESSANDRO Kenneth (et al) (agent), Sierra Patent Group, Ltd., P.O. Box
6149, Stateline, NV 89449, US,

Patent and Priority Information (Country, Number, Date):

Patent: WO 200215999 A2-A3 20020228 (WO 0215999)
Application: WO 2001US25798 20010816 (PCT/WO US0125798)
Priority Application: US 2000642196 20000818

Designated States: AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CO CR CU

CZ DE DK DM DZ EC EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP
KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ PL PT RO RU SD
SE SG SI SK SL TJ TM TR TT TZ UA UG UZ VN YU ZA ZW

(EP) AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE TR

(OA) BF BJ CF CG CI CM GA GN GQ GW ML MR NE SN TD TG

(AP) GH GM KE LS MW MZ SD SL SZ TZ UG ZW

(EA) AM AZ BY KG KZ MD RU TJ TM

Publication Language: English

Filing Language: English

Fulltext Word Count: 8713

English Abstract

A method of providing interactive online communication through a network comprising creating a population from a plurality of network participants in which the said participants are operatively coupled to participate in a game, then selecting a sub-population from the population based upon some pre-selected criteria, inviting the population to said game and receiving a confirmation from sub-population.

Fulltext Availability: Detailed Description

Detailed Description

... cannot be played by a population of arbitrary size.

The Internet also hosts many other **games** that may be competitive, **noncompetitive**, and cooperative. Such **games** must be initiated by users who are actively seeking out **game** play on the internet.

Accordingly, there is a need for an apparatus that provides for...

11/3,AB,K/9 (Item 7 from file: 349)

DIALOG(R)File 349:PCT FULLTEXT

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00871023

AGENT FOR GUIDING CHILDREN IN A VIRTUAL LEARNING ENVIRONMENT

AGENT POUVANT GUIDER DES ENFANTS DANS UN ENVIRONNEMENT D'APPRENTISSAGE VIRTUEL

Patent Applicant/Inventor:

GLEZERMAN Abraham, 1 Hateena Street, 64925 Tel Aviv, IL, IL (Residence),
IL (Nationality)

Patent and Priority Information (Country, Number, Date):

Patent: WO 200205114 A1 20020117 (WO 0205114)
Application: WO 2001IB557 20010403 (PCT/WO IB0100557)
Priority Application: US 2000614027 20000711

Designated States: AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CO CR CU

CZ DE DK DM DZ EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR

KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ PL PT RO RU SD SE
SG SI SK SL TJ TM TR TT TZ UA UG US UZ VN YU ZA ZW
(EP) AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE TR
(OA) BF BJ CF CG CI CM GA GN GW ML MR NE SN TD TG
(AP) GH GM KE LS MW MZ SD SL SZ TZ UG ZW
(EA) AM AZ BY KG KZ MD RU TJ TM

Publication Language: English

Filing Language: English

Fulltext Word Count: 8786

English Abstract

A method for guiding a young child, "user" (410), in a controlled virtual environment (400) is disclosed. The controlled virtual environment (400) is constructed by software when executed in a computer. A guardian establishes parameters and a user (410) is thereafter presented with the controlled environment which is governed, in part, by the guardian-provided parameters. Data is accumulated concerning interactions and movements of the user's selector device within the controlled environment. The user (410) is provided with guidance on the basis of the accumulated data (415), within the constraints of the parameters provided by the guardian. The guardian can be provided with reports concerning at least a portion of the accumulated data, for example, by electronic mail. The user can select a virtual environment to be displayed in the controlled environment, a visible "buddy" which can be used to provide the aforesaid guidance by communicating to the user, information processed by an intelligent agent software component; and engage in an activity that satisfies constraints or goals provided by the guardian.

Fulltext Availability: Detailed Description

Detailed Description

... can be available 1 5 regardless of the selected theme. Theme specific activities can include **games**, questions, and puzzles that relate to the theme. For example, activities specific to the kitchen given theme and available to the child regardless of theme selection include answer **games**, puzzles, brain teasers, vocabulary **games**, passive and adventure **game** play, and competitive and **non - competitive games**. There is a variety of virtual playgrounds from which the child can select. Each virtual...

16/6/1 (Item 1 from file: 348)

01074546

Educational game device with sliding tiles to arrange in predetermined sequences

16/6/2 (Item 1 from file: 349)

00260506

PLAYING CARDS FOR AN EDUCATIONAL GAME

17/6/6 (Item 6 from file: 348)

00623161

PLAYING CARDS FOR AN EDUCATIONAL GAME

17/6/12 (Item 4 from file: 349)

00941533 **Image available**

INTERNATIONAL COMMUNICATION OF EDUCATIONAL UNITY ASSOCIATION

17/6/15 (Item 7 from file: 349)

00905523 **Image available**

ELECTRONIC GAME PROGRAMMING SYSTEM

17/6/16 (Item 8 from file: 349)
00847435

A SYSTEM AND METHOD FOR PROVIDING EDUCATIONAL CONTENT OVER A NETWORK

17/6/27 (Item 19 from file: 349)
00106920

PHYSIOGNOMICALLY BASED PUZZLE TOY

17/3,AB,K/7 (Item 7 from file: 348)
DIALOG(R)File 348:EUROPEAN PATENTS
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00522157

Educational game structure.

Lernspielstruktur.

Structure de jeu educatif.

PATENT ASSIGNEE:

BOSCARIN, Remo, (1523440), Via Mac Mahon 32, I-20155 Milan, (IT),
(applicant designated states: CH;DE;ES;FR;GB;LI)

INVENTOR:

BOSCARIN, Remo, Via Mac Mahon 32, I-20155 Milan, (IT)

LEGAL REPRESENTATIVE:

Modiano, Guido et al (40782), c/o Modiano & Associati S.r.l. Via
Meravigli, 16, I-20123 Milano, (IT)

PATENT (CC, No, Kind, Date): EP 521433 A1 930107 (Basic)

APPLICATION (CC, No, Date): EP 92110988 920629;

PRIORITY (CC, No, Date): IT 91MI617 910705

DESIGNATED STATES: CH; DE; ES; FR; GB; LI

INTERNATIONAL PATENT CLASS: A63H-033/06;

ABSTRACT EP 521433 A1

The **educational game** structure comprises a set (1) of elements (2,3) which can be detachably composed together. The elements include primary elements (2) provided with recesses and by secondary elastically resilient elements (3), which are insertable into the recesses (7) upon being elastically deformed. (see image in original document)

ABSTRACT WORD COUNT: 51

LANGUAGE (Publication,Procedural,Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	EPABF1	286
SPEC A	(English)	EPABF1	1235
Total word count - document A			1521
Total word count - document B			0
Total word count - documents A + B			1521

...SPECIFICATION shapes, as shown in figures 17, 18, 19, 20, 21 and 22.

The set or **educational game** thus conceived is susceptible to numerous modifications and variations, all of which are within the scope of the inventive **concept**. Conveniently, for example, said primary and secondary elements can be used not only to create...

17/3,AB,K/10 (Item 2 from file: 349)
DIALOG(R)File 349:PCT FULLTEXT
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01055611

PROCESSING DEVICE WITH INTUITIVE LEARNING CAPABILITY

DISPOSITIF DE TRAITEMENT AVEC CAPACITE D'APPRENTISSAGE INTUITIVE

Patent Applicant/Assignee:

INTUITION INTELLIGENCE INC, Suite 16-L, 1300 Adams Avenue, Costa Mesa, CA
92626, US, US (Residence), US (Nationality), (For all designated states
except: US)

Patent Applicant/Inventor:

ANSARI Arif, Apt. #11, 1124 W. 29th Street, Los Angeles, CA 90007, US, US
(Residence), IN (Nationality), (Designated only for: US)

ANSARI Yusuf, Apt. 16-L, 1300 Adams Avenue, Costa Mesa, CA 92626, US, US
(Residence), IN (Nationality), (Designated only for: US)

Legal Representative:

BOLAN Michael J (agent), 14 Trinity, Irvine, CA 92612, US,

Patent and Priority Information (Country, Number, Date):

Patent: WO 200385545 A1 20031016 (WO 0385545)

Application: WO 2002US27943 20020830 (PCT/WO US0227943)

Priority Application: US 2001316923 20010831; US 2002378255 20020506; US
2002185239 20020626

Designated States: AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CO CR CU
CZ DE DK DM DZ EC EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP
KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ OM PH PL PT RO
RU SD SE SG SI SK SL TJ TM TN TR TT TZ UA UG US UZ VN YU ZA ZM ZW
(EP) AT BE BG CH CY CZ DE DK EE ES FI FR GB GR IE IT LU MC NL PT SE SK TR
(OA) BF BJ CF CG CI CM GA GN GQ GW ML MR NE SN TD TG
(AP) GH GM KE LS MW MZ SD SL SZ TZ UG ZM ZW
(EA) AM AZ BY KG KZ MD RU TJ TM

Publication Language: English

Filing Language: English

Fulltext Word Count: 124153

English Abstract

A method and apparatus for providing learning capability to processing device, such as a computer game, educational toy, telephone, or television remote control, is provided to achieve one or more objective. For example, if the **processing device is a computer game**, the objective may be to match the skill level of the game with that of a player. If the processing device is an educational toy, the objective may be to increase the educational level of a user. If the processing device is a telephone, the objective may be to anticipate the phone numbers that a phone user will call. If the processing device is a television remote control, the objective may be to anticipate the television channels that will watched by the user. One of a plurality of actions (e.g., game actions, educational prompts, listed phone numbers, or listed television channels) to be performed on the processing device is selected. A user input indicative of a user action (e.g., a player action, educational input, called phone number, or watched television channel) is received. An outcome of the selected action and/or user action is determined. For example, in the case of a computer game, the outcome may indicate whether a computer-manipulated object has intersected a user-manipulated object. In the case of an educational toy, the outcome may indicate whether a user action matches a prompt generated by the educational toy. In the case of a telephone, the outcome may indicate whether a called phone number is on a list of phone numbers. In the case of a television remote control, the outcome may indicate whether a watched television channel is on a list of television channels. An action probability distribution that includes probability values corresponding to the plurality of actions is then updated based on the determined outcome. The next action will then be selected based on this updated action probability distribution. The

foregoing steps can be modified based on a performance index to achieve the objective of the processing device so that it learns (100, 105, 110, 115, 120, 125, 130).

Fulltext Availability: Detailed Description
Detailed Description

... the article probability distribution p containing three probability values pi corresponding to the three 136
educational games aj. The game selection module 925 is configured for receiving the article probability distribution p from the probability update module 920, and pseudo-randomly selecting the education game ai therefrom in the same manner as the article selection module 725 of the...
...index 0 is quantified in terms of the degree of difficulty of the currently selected educational game ai and the outcome value, 8 (i.e., whether or not the actions A, selected...
...based on a cumulative performance index 0. For example, the educational program 900 can keep track of a percentage of the child's successful with the educational games aj.
1 5 The intuition module 915 modifies the functionality of the probability update module...

17/3,AB,K/11 (Item 3 from file: 349)

DIALOG(R)File 349:PCT FULLTEXT

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01029751

METHOD AND BOARD GAME FOR TEACHING VOCABULARY

PROCEDE ET JEU SUR PLATEAU POUR L'APPRENTISSAGE DU VOCABULAIRE

Patent Applicant/Inventor:

BURROWES Sherwin D, 150 Canterbury Court, Hightstown, NJ 08520-5511, US,
US (Residence), US (Nationality)

Legal Representative:

WATOV Kenneth (agent), Watov & Kipnes, P.C., P.O. Box 247, Princeton
Junction, NJ 08550, US,

Patent and Priority Information (Country, Number, Date):

Patent: WO 200359476 A1 20030724 (WO 0359476)

Application: WO 2002US41684 20021231 (PCT/WO US0241684)

Priority Application: US 200242667 20020109

Designated States: AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CO CR CU

CZ DE DK DM DZ EC EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP

KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ OM PH PL PT RO

RU SD SE SG SK SL TJ TM TN TR TT TZ UA UG UZ VN YU ZA ZM ZW

(EP) AT BE BG CH CY CZ DE DK EE ES FI FR GB GR IE IT LU MC NL PT SE SI SK TR

(OA) BF BJ CF CG CI CM GA GN GQ GW ML MR NE SN TD TG

(AP) GH GM KE LS MW MZ SD SL SZ TZ UG ZM ZW

(EA) AM AZ BY KG KZ MD RU TJ TM

Publication Language: English

Filing Language: English

Fulltext Word Count: 9253

English Abstract

A game for teaching vocabulary playable as a competition between two or more players having comparable or disproportionate vocabulary skills, the game comprising a game board (60) with a play surface including a start point space (62), an end point space (64) and a plurality of movement spaces (1-57) arranged linearly to form a sequentially predetermined play path, select ones of the plurality of movement spaces (1-57) including a first indicia for indicating a play command to a player, a set of game

cards (76), each of the game cards (76) including at least one vocabulary clue and a corresponding answer, a select one of the vocabulary clue of a select game card corresponding to a difficulty level which matches a vocabulary skill level assigned to a player, a set of PASS cards (82), each of the PASS cards (82) being distributable to at least one opposing player when a player passes a turn, and redeemable by a passing player possessing a PASS card (82), a plurality of play pieces configured for marking movement on the play path between the start point space (62) and the end point space (64), each of the plurality of play pieces being assignable to a player, and means for randomly generating a number to determine the number of movement spaces to move a current player's play piece along the play path.

Fulltext Availability: Detailed Description

Detailed Description

... Summary of the Invention

The present invention is generally directed to an **educational game** and method for teaching vocabulary that conveys relevant information to a player in an interesting...game can be played by one person alone, or by groups of persons such as **competing teams**. The game

17/3,AB,K/13 (Item 5 from file: 349)

DIALOG(R)File 349:PCT FULLTEXT

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00930468

GAME

JEU

Patent Applicant/Inventor:

TOUBKIN Walter Milton, 15 Fairholme Gardens, London N3 1ED, GB, GB
(Residence), GB (Nationality)

Legal Representative:

COHEN Alan Nicol (agent), 2 Grove Place, Tatsfield, Nr. Westerham, Kent
TN16 2BB, GB,

Patent and Priority Information (Country, Number, Date):

Patent: WO 200264226 A1 20020822 (WO 0264226)

Application: WO 2002GB511 20020207 (PCT/WO GB0200511)

Priority Application: GB 20013200 20010209

Designated States: AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CO CR CU

CZ DE DK DM DZ EC EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP

KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ OM PH PL PT RO

RU SD SE SG SI SK SL TJ TM TN TR TT TZ UA UG US UZ VN YU ZA ZM ZW

(EP) AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE TR

(OA) BF BJ CF CG CI CM GA GN GQ GW ML MR NE SN TD TG

(AP) GH GM KE LS MW MZ SD SL SZ TZ UG ZM ZW

(EA) AM AZ BY KG KZ MD RU TJ TM

Publication Language: English

Filing Language: English

Fulltext Word Count: 5717

English Abstract

An **educational board game** in which there is a board marked in a grid and cards marked with a description, drawing or phonetic spelling of a word on one side and the correct spelling on the other, each card having categories of questions in degrees of hardness, as a player gets the spelling right he moves up the board and, when he reaches a promotion level on the board, he can move to a harder category of question.

Fulltext Availability: Detailed Description

Detailed Description

... abysmal, irrespective of age, intelligence, occupation or reading ability.

I have now devised a modular, **educational game** which incorporates an automatically adjusted knowledge and skill compensating mechanism. By this means, one or more individuals can improve their knowledge and skill, in desired subjects, in an interesting, **competing** and self-challenging manner. This learning process is achieved 0 within a structured, educational format...

17/3,AB,K/14 (Item 6 from file: 349)

DIALOG(R)File 349:PCT FULLTEXT

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00928136

WORD GAME AND METHODS FOR CONDUCTING SAME

JEU DE VOCABULAIRE ET SES PROCEDES DE REALISATION

Patent Applicant/Assignee:

CREEKVIEW PRODUCTIONS LLC, Five Greentree Centre - Suite 104, Marlton, NJ 08053, US, US (Residence), US (Nationality), (For all designated states except: US)

Patent Applicant/Inventor:

LEIS Mark A, 4 Creekview Road, Cinnaminson, NJ 08077, US, US (Residence), US (Nationality), (Designated only for: US)

Legal Representative:

MCCONATHY Evelyn H (agent), Dilworth Paxson LLP, 3200 Mellon Bank Center, 1735 Market Street, Philadelphia, PA 19103-7595, US,

Patent and Priority Information (Country, Number, Date):

Patent: WO 200260545 A2-A3 20020808 (WO 0260545)

Application: WO 2002US2591 20020130 (PCT/WO US0202591)

Priority Application: US 2001265807 20010131

Designated States: AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CO CR CU

CZ DE DK DM DZ EC EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP

KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ OM PH PL PT RO

RU SD SE SG SI SK SL TJ TM TN TR TT TZ UA UG US UZ VN YU ZA ZM ZW

(EP) AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE TR

(OA) BF BJ CF CG CI CM GA GN GQ GW ML MR NE SN TD TG

(AP) GH GM KE LS MW MZ SD SL SZ TZ UG ZM ZW

(EA) AM AZ BY KG KZ MD RU TJ TM

Publication Language: English

Filing Language: English

Fulltext Word Count: 9069

English Abstract

Provided is a **game** board having at least one category (5), a value option within each category (6) and a plurality of syllables (8). The game is for one or more players that is played as a game show, as an interactive home computer game, as an interactive on-line game and as a board game. The players answer clues (9) in various categories by identifying an answer of one or more words to the clue, wherein each word in the answer consists exclusively of two or more syllables from the syllables provided. Players are provided a clue (9) along with the number of syllables (8) to receive points, cash or prizes for giving a correct answer.

Fulltext Availability: Detailed Description

Detailed Description

... SUMMARY OF THE INVENTION

The present invention provides a **competitive**, entertaining and **educational game** with broad appeal that generates great interest and

leads to increased educational opportunities, e.g., improved knowledge, vocabulary, and spelling. Because the game is **competitive** and entertaining, it attracts players, and an audience to watch the players. In a preferred...

17/3,AB,K/17 (Item 9 from file: 349)

DIALOG(R) File 349:PCT FULLTEXT

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00796286

EDUCATION SYSTEM CHALLENGING A SUBJECT'S PHYSIOLOGIC AND KINESTHETIC SYSTEMS TO SYNERGISTICALLY ENHANCE COGNITIVE FUNCTION
SYSTEME D'EDUCATION SOLLICITANT LES SYSTEMES PHYSIOLOGIQUES ET KINESTHESIQUE D'UN SUJET AFIN D'AMELIORER LA FONCTION COGNITIVE DE FACON SYNERGIQUE

Patent Applicant/Assignee:

IMPULSE TECHNOLOGY LTD, 28901 Clemons Road, #105, Westlake, OH 44145, US,
US (Residence), US (Nationality), (For all designated states except: US)

Patent Applicant/Inventor:

FRENCH Barry J, 30612 Salem Drive, Bay Village, OH 44140, US, US
(Residence), US (Nationality), (Designated only for: US)

FERGUSON Kevin R, 365 Armour Road, Avon Lake, OH 44012, US, US
(Residence), US (Nationality), (Designated only for: US)

GRONCHAN Donald, 4 Spiral Road, Holtsville, NY 11742, US, US (Residence)
, US (Nationality), (Designated only for: US)

Legal Representative:

PLATT Jonathan A (agent), Renner, Otto, Boisselle & Sklar, LLP, 19th
Floor, 1621 Euclid Avenue, Cleveland, OH 44115, US,

Patent and Priority Information (Country, Number, Date):

Patent: WO 200129799 A2-A3 20010426 (WO 0129799)

Application: WO 2000US41390 20001020 (PCT/WO US0041390)

Priority Application: US 99160571 19991020

Designated States: CA JP US

(EP) AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE

Publication Language: English

Filing Language: English

Fulltext Word Count: 25763

English Abstract

An interactive educational system includes a tracking system for determining changes in an overall physical location of a student, and a display for displaying cues for the student to engage in full body motion and to engage in an interactive cognitive learning task. An educational method includes prompting a student to engage in an interactive cognitive learning task which involves full body motion, thereby enabling the student to reach the enhanced learning state which results from elevated metabolic rate, and synergistically engaging the student's kinesthetic learning facilities.

Fulltext Availability: Detailed Description

Detailed Description

... be the same or similar to that as described above with regard to earlier embodiments.

Educational Game Implementation

What follows is an example embodiment of an **educational game** employing a continuous **tracking** system available from Arena, Inc. under the trademark TRAZER. It will be understood that this...

17/3,AB,K/18 (Item 10 from file: 349)

DIALOG(R) File 349:PCT FULLTEXT
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00780895

PHONICS BOARD GAME

JEU DE TABLE PHONIQUE

Patent Applicant/Inventor:

CULBREATH Myrna, 22431-B160 Antonio #235, Rancho Santa Margarita, CA
92688, US, US (Residence), US (Nationality)
MARSHAK Sondra, 22431-B160 Antonio #235, Rancho Santa Margarita, CA 92688
, US, US (Residence), US (Nationality)

Legal Representative:

FISH Robert (agent), Fish & Associates, LLP, 1440 N. Harbor Blvd., Suite
706, Fullerton, CA 92835, US,

Patent and Priority Information (Country, Number, Date):

Patent: WO 200114024 A1 20010301 (WO 0114024)
Application: WO 2000US22567 20000817 (PCT/WO US0022567)
Priority Application: US 99150127 19990820

Designated States: AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CR CU
CZ DE DK DM DZ EE ES FI GB GD GE GH GM HR HU ID IL IN IS
JP KE KG KP KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ PL
PT RO RU SD SE SG SI SK SL TJ TM TR TT TZ UA UG US UZ VN YU ZA ZW
(EP) AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE
(OA) BF BJ CF CG CI CM GA GN GW ML MR NE SN TD TG
(AP) GH GM KE LS MW MZ SD SL SZ TZ UG ZW
(EA) AM AZ BY KG KZ MD RU TJ TM

Publication Language: English

Filing Language: English

Fulltext Word Count: 4449

English Abstract

An educational board (10) has a game path (20) comprising a plurality of
fields (30). A player piece (50) is moved by a player on the game path,
wherein the move of the player piece is at least partially determined by
a demonstration of a phonetic skill. Demonstration of a phonetic skill
further entitles the player to an acquisition of, or control over a token.

Fulltext Availability: Detailed Description

Detailed Description

... teach increasing levels of phonetic skills.

1 5 Thus, specific embodiments and applications of an educational board
game have been disclosed. It should be apparent, however, to those
skilled in the art that many more modifications besides those already
described are possible without departing from the inventive concepts
herein. The inventive subject matter, therefore, is not to be restricted
except in the spirit...

17/3,AB,K/20 (Item 12 from file: 349)

DIALOG(R) File 349:PCT FULLTEXT
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00741765

ROTATING RING GAME

JEU DE L'ANNEAU ROTATIF

Patent Applicant/Assignee:

BEAN ENTERPRISES INC, P.O. Box 232, Sanford, ME 04073, US, US (Residence)
, US (Nationality), (For all designated states except: US)

Patent Applicant/Inventor:

BEAN Jeffrey W, 517 6th Street, Dover, New Hampshire 03820, US, US
(Residence), US (Nationality), (Designated only for: US)

Legal Representative:

FRENCH Timothy A (agent), Fish & Richardson P.C., 225 Franklin Street,
Boston, MA 02110-2804, US,

Patent and Priority Information (Country, Number, Date):

Patent: WO 200054860 A1 20000921 (WO 0054860)
Application: WO 2000US6904 20000316 (PCT/WO US0006904)
Priority Application: US 99124639 19990316

Parent Application/Grant:

Related by Continuation to: US 99124639 19990316 (CON)

Designated States: AE AL AM AT AU AZ BA BB BG BR BY CA CH CN CR CU CZ DE DK
DM DZ EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ LC LK
LR LS LT LU LV MD MG MK MN MW MX NO NZ PL PT RO RU SD SE SG SI SK SL TJ
TM TR TT TZ UA UG US UZ VN YU ZA ZW

(EP) AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE

(OA) BF BJ CF CG CI CM GA GN GW ML MR NE SN TD TG

(AP) GH GM KE LS MW SD SL SZ TZ UG ZW

(EA) AM AZ BY KG KZ MD RU TJ TM

Publication Language: English

Filing Language: English

Fulltext Word Count: 6881

English Abstract

A two-player game (100) having an assembly (133) of ring-form component (10, 132) modifiable by the rotation and sliding of two handles (142, 144). The game has first and second handles (142, 144) separated by a series of rotatable game rings (10, 132). Each game ring (10, 132) bears a pattern of selected indicia (66) about its circumference. Game ring engagement members (38, 162) associated with the handles (142, 144) are constructed for engagement with and rotation of selected of the game rings (10, 132) to align selected of the indicia (66) thereon with indicia (66) on adjacent game rings (10, 132), by pushing, pulling and rotating movement of the handles (142, 144) about a central common axis, each game ring (10, 132) being free to rotate about the central common axis and held by a series of stationary spacer rings (18). In one preferred embodiment, an electronic indicator circuit (102, 104) detects occurrence of a predetermined desired alignment of indicia (66) and emits a signal thereupon.

Fulltext Availability: Detailed Description

Detailed Description

... similarly affixed. Each ring is unique as to the type of game involved, e.g., **educational game** (letters, numerals, etc.), **competitive game** and/or puzzle (swords, tanks, etc.) or simply selected colors. The game rings are...

17/3,AB,K/22 (Item 14 from file: 349)

DIALOG(R)File 349:PCT FULLTEXT

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00419236

EDUCATIONAL GAME

JEU EDUCATIF

Patent Applicant/Assignee:

OMRAD OPTO-ELECTRONICS LTD,
FRAIER Israel,

Inventor(s):

FRAIER Israel,

Patent and Priority Information (Country, Number, Date):

Patent: WO 9809697 A1 19980312

Application: WO 97IL293 19970903 (PCT/WO IL9700293)
Priority Application: IL 119223 19960909
Designated States: AT AU BG BR BY CA CH CN CZ DE DK ES FI GB HU JP KR LT LU
LV MK MX NO NZ PL PT RU SE SG TR UA US AT BE CH DE DK ES FI FR GB GR IE
IT LU MC NL PT SE
Publication Language: English
Fulltext Word Count: 4160
English Abstract

This invention is a battery powered **educational game** for young children which comprises game-board units made of a transparent material (12), carrying on one surface an image (11), and on the opposite surface a marked passive code consisting of a set of indentations adapted to convert uniform illumination into an illuminating optical code (13); further comprising a base decoding unit for identifying individual game-boards (14), adapted to receive a game-board which contains at least one light source for illuminating the rim of the game-board and, due to total internal reflection, pumping light into the bulk of the transparent board, so activating the code on the game-board that renders it luminous. It further comprises electro-optical decoding means, and electronic logic means for game-board identification.

Fulltext Availability: Detailed Description
Detailed Description

BACKGROUND OF THE INVENTION

The importance of the acquisition of language and **concepts** as early as possible in the child's life is continuously growing in our era...

17/3,AB,K/23 (Item 15 from file: 349)

DIALOG(R) File 349:PCT FULLTEXT

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00350481

PUZZLE

PUZZLE

Patent Applicant/Assignee:

SYRETT Arthur Douglas,
SYRETT Arthur Charles,

Inventor(s):

SYRETT Arthur Douglas,
SYRETT Arthur Charles,

Patent and Priority Information (Country, Number, Date):

Patent: WO 9632994 A1 19961024

Application: WO 96GB932 19960418 (PCT/WO GB9600932)

Priority Application: AU 952436 19950418; AU 956688 19951120

Designated States: AL AM AT AU AZ BB BG BR BY CA CH CN CZ DE DK EE ES FI GB
GE HU IS JP KE KG KP KR KZ LK LR LS LT LU LV MD MG MK MN MW MX NO NZ PL
PT RO RU SD SE SG SI SK TJ TM TR TT UA UG US UZ VN KE LS MW SD SZ UG AT
BE CH DE DK ES FI FR GB GR IE IT LU MC NL PT SE BF BJ CF CG CI CM GA GN
ML MR NE SN TD TG

Publication Language: English

Fulltext Word Count: 3540

English Abstract

A puzzle of the kind in which a plurality of pieces assembles to form a panel which overlies a back board with means - for example, magnetic means - provided to cause the pieces to stick to the cooperating surface of the back board; <u>characterised by the features</u> <u>firstly</u> that the cooperating surface of the back board bears a pictorial display and <u>secondly</u> that the panel, when completed and when correctly

positioned in its intended relative overlying relationship with the back board periphery deliberately obliterates at least a portion of that pictorial display.

Fulltext Availability: Detailed Description
Detailed Description

... age of..... to adult".

SUBSTITUTE SHEET (RULE 26)

This is usually because many of the **educational games** or puzzles are deemed to be conceptually too difficult to understand, let alone master for...

...scientific manner. Although his work has largely been superseded by others, most notably Donaldson, the **concept** of recognised stages in a child's cognitive development is now well established and one of the reasons for these apparently arbitrary age ranges appearing on the boxes of **educational games** and puzzles, especially those relating to spatial awareness.

This problem of certain types of educational...

17/3,AB,K/24 (Item 16 from file: 349)

DIALOG(R) File 349:PCT FULLTEXT

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00336761

MATHEMATICAL PUZZLE TYPE GAME

JEU DE TYPE CASSE-TETE MATHEMATIQUE

Patent Applicant/Assignee:

PAVLOVIC Zoran,

Inventor(s):

PAVLOVIC Zoran,

Patent and Priority Information (Country, Number, Date):

Patent: WO 9619273 A1 19960627

Application: WO 95US16604 19951219 (PCT/WO US9516604)

Priority Application: US 94359054 19941219

Designated States: AL AM AU BB BG BR BY CA CN CZ EE FI GE HU IS JP KG KP KR

KZ LK LR LS LT LV MD MG MK MN MX NO NZ PL RO RU SG SI SK TJ TM TT UA US

UZ VN KE LS MW SD SZ UG AT BE CH DE DK ES FR GB GR IE IT LU MC NL PT SE

BF BJ CF CG CI CM GA GN ML MR NE SN TD TG

Publication Language: English

Fulltext Word Count: 7712

English Abstract

This invention is a **game** which comprises a set of two-dimensional (Figs. 1, 3) or three-dimensional (Figs. 4-9) game pieces of the same size and geometrical configuration and a method of playing with this game set, with or without a computer. In preferred embodiment, each game piece has a square-shaped playing surface. Each of the four sides of each playing surface of each game piece has a selected visible indicia. The criteria determining how the indicia are to be arranged on the sides are mathematically selected so as to permit the use of the game as a mathematical puzzle. The **game** pieces are arranged in a mutually abutting side-by-side relationship (Fig. 2B), whereby the indicia on each of the sides may match and align with the indicia on respective abutting sides of other game pieces of the set, and with the top surfaces of the abutting game pieces forming a square (Fig. 2C).

Fulltext Availability: Detailed Description

Detailed Description

... a mathematical puzzle that may be worked on by only a single player, a competitive **mathematical puzzle game** that is played

competitively by several players at the same time, or for other purposes...

17/3,AB,K/25 (Item 17 from file: 349)

DIALOG(R) File 349:PCT FULLTEXT

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00323911

TRAINING METHOD

PROCEDE DE FORMATION ET D'ENTRAINEMENT

Patent Applicant/Assignee:

CLIPSON Paul,

FARRANDS Bridget,

Inventor(s):

CLIPSON Paul,

FARRANDS Bridget,

Patent and Priority Information (Country, Number, Date):

Patent: WO 9606419 A1 19960229

Application: WO 95GB1975 19950818 (PCT/WO GB9501975)

Priority Application: GB 9416829 19940819

Designated States: AU CA NO NZ US AT BE CH DE DK ES FR GB GR IE IT LU MC NL
PT SE

Publication Language: English

Fulltext Word Count: 2828

English Abstract

A method of training work group participants comprises an interactive session made up of the steps of: establishing a display path (11) made up of a series of steps comprising a starting step (12), a finishing step (12) and a series of intermediate steps (A1-A15) therebetween; the series being made up of at least a first and a second sequence of intermediate steps each sequence including at least one intermediate step; identifying each of the intermediate steps by a path identifier; providing a first set of display means, such as cards (18), each display means of the first set being identified by a path identifier of the first sequence; each of the first set of display means specifying a first type of requirement; providing a second set of display means, such as cards (19), each display means of the second set being identified by a path identifier of the second sequence; each of the second set of display means specifying a second type of requirement; providing at the starting step a distinctive icon (14-17) for each participant in the session; generating a random number and moving an icon (14) representing the first participant from the starting step of the path to a first intermediate step by a distance represented by the generated number; selecting on the basis of the path identifier of the first intermediate station one of the first or second set of display means; posing the requirement specified on the selected display means to one or more members of the work team; obtaining from the one or more members a response to the requirement which is made available to all participants; generating a random number and moving an icon (15) for a further participant to an intermediate station by a distance represented by the generated number; selecting on the basis of the path identifier of the intermediate station one of the first or second set of display means; posing the requirement specified on the selected display means to one or more members of the work team (which can be a further participant or the remainder of the work group); obtaining from the one or more members a response to the requirement; repeating the steps for each of remaining participants until each participant has completed a moving step; and then repeating the steps for each participant until at least one icon has travelled a predetermined given distance along the

path; and terminating the session such as by a de-briefing step.
Fulltext Availability: Detailed Description
Detailed Description

... BACKGRouND ART UK Patent 1 482 321 (The Secretary of State for Defence) discloses an **educational game** for instructing subject matter to players of the game, the apparatus including a gaming board...
...who can answer most or all questions correctly moves furthest and so eventually wins. The **educational game** provides for checks of factual knowledge and introduces a **competitive** element.
However it does not provide for any significant interaction between players, such as by...